PRIMA® OFFICIAL GAME GUIDE

*Requires *The Sims 2*, *The Sims 2 Deluxe*, or *The Sims 2 Holiday Edition* for PC to play.

BASED ON A GAME RATED BY THE ESRB T TEEN

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The Sims™ 2 FreeTime

PRIMA Official Game Guide

Greg Kramer

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Contents

Chapter 1: What's New 2
Chapter 2: Lifetime Aspirations 6
Chapter 3: Vacation Accommodations 18
Chapter 4: New Careers 35
Chapter 5: New Objects 41
Chapter 6: New Socials 76
Chapter 7: New NPCs 84
Chapter 8: A Tour of Desiderata Valley 87
Chapter 9: Cheats 93
Chapter 10: Jobs by Career Level 94
Chapter 11: Objects 105
Chapter 12: Socials 146
Quick Start Guide 160

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Chapter 1: What's New

So, let s see what we have so far. Your Sims can go to college, step out on the town, work in their own businesses, spend time with their pets, play in the snow, and take a vacation. You would think that that d be enough to fill their time, but you'd be wrong. If there s one thing we know about Sims, it s that they are always looking to better themselves with every waking moment. And that is what *The Sims 2 FreeTime* is all about.

This new expansion pack for *The Sims 2* revolves around what Sims do with their off hours, including hobbies, the cultivation of extra special lifelong friendships, and several ways to make pursuing their Aspirations more meaningful and tangibly rewarding.

Join us for a comprehensive tour through all the new goodies stuffed into this bulging expansion pack. You'll find some interesting ways to make your Sims lives fuller and make every Sim s mark on the world even more distinctive.

New Features

- Lifetime Aspiration: Now you can take the long view with your Sims thanks to the new Lifetime Aspiration scoring system. By accumulating Lifetime Aspiration points, you can choose from an array of benefits that unlock amazing powers and abilities. Amass enough Lifetime Aspiration and your Sim won't ever have to worry about Mood or traditional Aspiration score again. (See the Lifetime Aspiration chapter.)
- Secondary Aspiration: Sims can add a secondary Aspiration to gain even more chances to build their Aspiration score. (See the Lifetime Aspiration chapter.)
- Aspiration Score Changes: Your Sims' Aspiration score at the end of each week and life stage can impact their future rate of Need decay. The more successful your Sims are in pursuing their Aspirations, the less you have to worry about their Needs. (See the Lifetime Aspiration chapter.)
- Hobbies: Hobbies enable your Sims to gain powers and abilities. By building enthusiasm for each of the 10 different hobbies, Sims can acquire new interactions, discover new secret lots, and help other Sims be just as enthusiastic about their hobby. (See the Hobbies chapter.)
- New Badges: Sims can now earn Talent Badges in Pottery and Sewing. (See the Hobbies and New Objects chapters.)
- Predestined Hobbies: Every Sim now has a hidden predestined hobby that, once discovered, will come most naturally and quickly. (See the Hobbies chapter.)
- Hobby Magazines: Sims can subscribe to their hobby's subscription-only magazines to have weekly copies delivered to their homes. These magazines can light the fire of a hobby in any Sim who reads them. (See the Hobbies and New Objects chapters.)
- Secret Hobby Clubhouses: Every hobby has its own secret clubhouse that can be visited only by Sims who've committed to its favored endeavor. These lots are the perfect places to build your Sims' hobby enthusiasm. (See the Hobbies chapter.)
- Hobby Behaviors: As Sims gain enthusiasm for their hobbies, they'll show favoritism for its activities and an array of behaviors that show they're always thinking about their hobbies. (See the Hobbies chapter.)
- Jogging/Hiking: Sims interested in the Fitness and Nature hobbies can venture off lot for a bit of exercise or a trek through the woods. (See the Hobbies and New Objects chapters.)
- Birdwatching/Bug Collecting: These new ground-based activities give your Sims even more to do outdoors. (See the Hobbies and New Objects chapters.)
- New Careers and Career Objects: Five new career tracks and their unique signature objects await for Sims looking for a new professional pursuit. (See the Careers chapter.)
- Dance Contests: A special new DJ booth lets Sims compete to see whose moves are the grooviest. (See the New Objects chapter.)
- Food Competitions: With the new food competition table and its Food Judge NPC, Sims can pit their cooking skill against others for cash prizes and coveted ribbons. (See the New Objects chapter.)
- New Novel Writing: An overhaul of the computer-based novel-writing system lets your Sims craft a customized book that's delivered to their door and displayed in the household's bookcases. (See the New Objects chapter.)
- New Video Games: New video games are available to your Sims from Community Lot video game racks. There's even a special leaked release of a much-anticipated sequel that may be brought right to your Sims' doorsteps. (See the New Objects chapter.)
- Study Parenting: A new bookcase-based Study interaction lets Sims learn to be better parents, gaining the ability to view an infant's most pressing Need. (See the New Objects and New Socials chapters.)
- Movies on TV: Sims have more to watch on TV thanks to a new selection of watch-at-home movies. (See the New Objects chapter.)
- Three-Way Calling: Sims can now carry on phone calls with two different Sims at once. (See the New Objects chapter.)
- Art Appreciation: Community Lot art museums are now possible thanks to the new View Many interaction. When Sims view art objects on Community Lots, they can be directed to look at several art objects and discuss them. (See the New Objects chapter.)
- PC Game Competitions: Households with several computers can hold tournaments for online gaming dominance. (See the New Objects chapter.)
- Best Friends Forever: Sims now have a new kind of relationship when they've known each other for a very long time. (See the New Socials chapter.)
- Synthesizer: Craft your own grooves with this Creativity object. (See the New Objects chapter.)
- Painting Frames: Frames can be added to paintings made with the easel or the new drafting table object. (See the New Objects chapter.)

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- Nursery Rhymes: Toddlers can now be taught a nursery rhyme that they can perform alone or with another Sim. (See the New Socials chapter.)
- Imparting Knowledge: Sims can help build the skills of a fellow Sim without having to go through any special objects. (See the New Socials chapter.)
- New Influence Interactions: Sims can now spend their Influence points to make other Sims take a bath or build enthusiasm for a particular hobby. (See the New Socials chapter.)
- Genie: Your Sims may find a mysterious old lamp on the front porch. It may not look like much, but the lamp is home to a powerful genie who can make your Sims rich, more beautiful, or more content. Sims can even wish for longer life or the return of a deceased loved one. (See the New NPCs chapter.)
- New Hobby Sims: Every hobby has a leader who runs its secret clubhouse. For Sims who want to reach the apex of their hobby, finding and getting to know these Sims is critical. (See the New NPCs chapter.)
- New Base Neighborhood: A new base neighborhood introduces you to eight new families, nine new Community Lots, and lots of new homes for sale. (See the Tour of Desiderata Valley chapter.)
- Terrain Leveling: This new cheat enables you to smooth jarring differences in elevation in Neighborhood view. (See the Cheats chapter.)
- Townie Aging: Now, when your Sims age, they can take some of their non-playable friends with them into the next stage of life. (See the New NPCs chapter.)
- Custom Radio Stations: You can now build your own custom radio stations for your Sims' stereos, jukeboxes, etc. Now when your Sims use the Switch To... interaction, they can call up your list of handpicked songs from the game's selection and any of your own MP3s that you've added.
- Advanced Neighborhood Options: With this new button (available from Options mode on your Sims' lots or in Neighborhood view) you can associate new sub-neighborhoods (such as college towns, shopping districts, etc.) or go to the main neighborhood selector without having to exit to the lot's neighborhood.

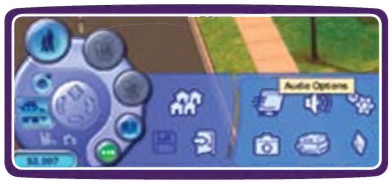
Miscellaneous New Goodies

Age Appropriate Behavior

Sims have usually acted their age, but there are some cases where things just don't seem quite right. This expansion pack makes some under-the-hood changes that more clearly define which actions should be more or less attractive to Sims of various ages. You won't, for example, see adults spending all their time riding the swing and children won't amuse themselves by cleaning the bathroom.

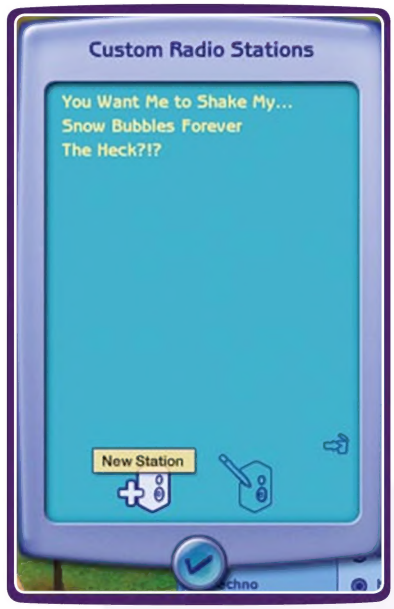
Custom Radio Stations

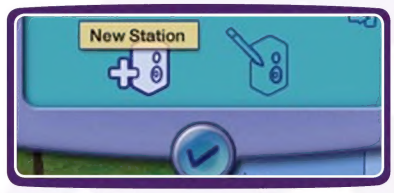
If you re tired of the same old stations coming out of your Sims audio systems, shake things up in your own personal style thanks to the new custom radio stations feature. Let s walk through it.



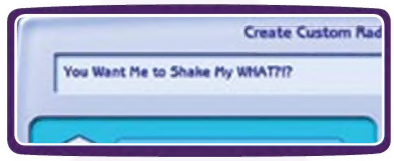
Start by switching to Options mode and pressing the Audio Options button.

Next, you'll notice a new icon above the list of predefined radio stations, the Stereo (speaker) icon with the familiar "custom content" asterisk. Press this button to enter the world of custom radio.



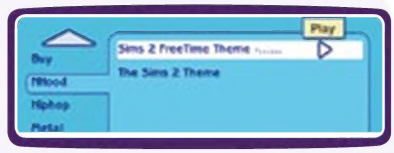


To add a station, press the New Station button. To edit an existing custom station, press the Edit Station button.



Give your station a name.

Now, dig through the contents of the existing stations to find songs that you want to play.



Preview songs with the Play icon.

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When you want to add a song, click on the arrow-shaped Add button in the center of the window.

To reorder songs, highlight the song you wish to move and press the Move Song Up or Move Song Down buttons. To delete a song, highlight it and click on the trash can icon.

Previewing a station is as easy pressing the Play and Stop buttons at the top of the playlist.

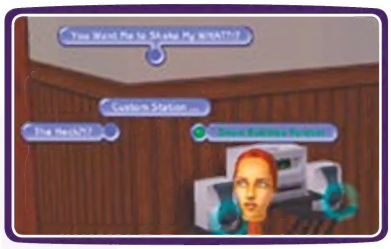
Adding Your Own Music

Remember, you can add your own .mp3 and .wav files to the game by copying them into your game folder (*My Documents\EA Games\The Sims 2\Music*). Place your songs into any of the existing station folders (collegerock, jazz, build, etc.) and they'll appear in the listings when you go to assemble your playlists. There are no folders, however, for custom playlists, so if your song doesn't thematically fit into any of the existing stations, just pick one. Also, if you drag a song into a station list while the game is running, you must quit and restart the game before it'll be added.

When your station's playlist is complete, press the Accept button. This list will now be available on every audio object in the game.

To activate a custom station, click on an audio object, such as a stereo, and use the Switch To... interaction.

Among the stations (you may have to press More... to find it) is the Custom Station... interaction.



Here you'll find all your custom playlists.

Advanced Neighborhood Options

The first time you're playing one of your Sims lots and you enter Options mode, you may notice a new icon in the upper left corner that looks like this:

This is the Advanced Neighborhood Options button and it simplifies what many considered to be an overly complicated way to do simple things. With this new tool, you can streamline several formerly cumbersome tasks:

- Switch between secondary neighborhoods from within a lot.
- Associate a new secondary neighborhood (vacation destinations, college towns, downtowns, shopping districts) from within a lot.
- Switch between a lot in one base neighborhood or one of its secondary neighborhoods directly to a lot on a different base neighborhood or a secondary neighborhood attached to it.
- Exit to the lot's direct neighborhood (base or secondary).

New Family Emitters

If it ever seemed a bit odd to you when a couple's children take sides (cheering and booing) when the parents engage in fisticuffs, then you'll be happy to hear that a change installed by this pack makes family members behave more like families. Now that they're more aware of which Sims are family members, Sims will react more as you'd expect. A parental fight will likely send the children fleeing the room and crying. Parents (fresh from the tussle) will likely console their agitated kids. Conversely, extreme displays of romance between parents (WooHoo, of course) will no longer bring the kids around to cheer (ick!). Now teens will be grossed out and leave, while younger offspring will entirely ignore the mind-bogglingly adult behavior.

Switching Between Secondary Neighborhoods of the Same Base Neighborhood

In many situations, switching from one secondary neighborhood say, a shopping district to another secondary neighborhood a college town, for example—you had to undertake five steps (and endure four loading screens):

1. Press the Neighborhood button to exit to the shopping district neighborhood.
2. Press the Return to Base Neighborhood button to switch to the base neighborhood.
3. Press the University Chooser button to switch to the college town.
4. Load college lot.

The new Advanced Neighborhood Options button cuts this process down to three steps with, more importantly, only two loading screens):

From Options mode, press the Advanced Neighborhood Options button. Switch to the college town (with the College Chooser button) and select the college town you want to load. Then just pick the lot you want to go to.

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Associating a New Secondary Neighborhood in the Same Base Neighborhood

Let s say you re playing a household in a secondary neighborhood. Now, let s say you had *The Sims 2 Bon Voyage* and wanted to send your Sims on a holiday, but you hadn t yet created any vacation destinations for the base neighborhood. Formerly, you had to:

1. Exit to the secondary neighborhood.
2. Switch to the base neighborhood.
3. Press the Vacation Chooser to associate your desired vacation destination.
4. Return to the secondary neighborhood.
5. Reload your lot.
6. Book the vacation.

This process is even more streamlined (you never have to leave the lot until the airport shuttle arrives):

NOTE

This works for other kinds of associated secondary neighborhoods as well.

From the Options mode, press the Advanced Neighborhood Options button and then the Vacation Chooser button.

Then, associate the desired vacation destination, and your Sims can book the vacation from their phone.

Switching Between a Secondary Neighborhood of One Base Neighborhood to a Different Base Neighborhood (or one of *its* secondary neighborhoods)

Now let s say you re playing a lot in a college associated with one base neighborhood (say Academie Le Tour under Strangetown) and you want to switch to Desiderata Valley or the version of Academie Le Tour associated with Desiderata Valley. Formerly, this meant three loading periods:

1. Exit to the secondary neighborhood.
2. Switch to Strangetown.
3. Open the Neighborhood Chooser and select Strangetown (and press its College Chooser).

Now, the process is whittled down to two steps (and only one load wait). From the Options mode, press the Advanced Neighborhood Options buttons and then:

Press the Main Menu button to go to the Neighborhood Chooser…

…and select the base neighborhood or one of its secondary neighborhoods.

Switching to the Base Neighborhood

The Return to button on the far left end of the Advanced Neighborhood Options panel has the same effect as pressing the Neighborhood button, but we mention it here for completeness.

This button takes you out to the lot's immediate neighborhood just as the Neighborhood button always has.

Features Carried Forward

NOTE

Carried forward features are systems or content introduced in previous expansion packs that are installed as part of a later pack. If, therefore, you don't have the previous pack, you'll get carried forward features when you apply *The Sims™ 2 FreeTime*. For example, the concept of "attraction" was introduced in *The Sims™ 2 Nightlife*, but you'll see the attraction system with the installation of any later pack.

- Attraction/Chemistry (*The Sims™ 2 Nightlife*)
- Cars and driveways (*The Sims™ 2 Nightlife*)
- Change Lot Name button (*The Sims™ 2 Open for Business*)
- Collections enhancements (*The Sims™ 2 Pets*)
- Community Lot weddings (*The Sims™ 2 Bon Voyage*)
- Door lockability (*The Sims™ 2 Open for Business*)
- Flatten Lot tool (*The Sims™ 2 Pets*)
- Frosted Nightclub Mirror (*The Sims™ 2 Nightlife*)
- Game Tip Encyclopedia (*The Sims™ 2 Pets*)
- Give Gift social (*The Sims™ 2 Seasons*)
- Gypsy (*The Sims™ 2 Nightlife*)
- Hair enhancements (*The Sims™ 2 Seasons*)
- Influence (*The Sims™ 2 University*)
- Inventory hotkey (*The Sims™ 2 Pets*)
- Inventory panel (*The Sims™ 2 Nightlife*)
- Invite household interface (*The Sims™ 2 Pets*)
- Jewelry Rack (*The Sims™ 2 Bon Voyage*)
- Leftovers (*The Sims™ 2 Seasons*)
- Lifetime Wants (*The Sims™ 2 University*)
- New pool shapes (*The Sims™ 2 Seasons*)
- Pleasure Aspiration (*The Sims™ 2 Nightlife*)
- ReNuYu Porta-Chug potion (*The Sims™ 2 Nightlife*)
- Revamped collections (*The Sims™ 2 Pets*)
- Rotating floor tiles (*The Sims™ 2 Pets*)
- Sledgehammer tool (*The Sims™ 2 Pets*)
- Turn Ons/Turn Offs (*The Sims™ 2 Nightlife*)
- Vanity functionality (*The Sims™ 2 University*)
- Walking lot transition (*The Sims™ 2 Bon Voyage*)
- Zombie (*The Sims™ 2 University*)

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Chapter 2: Lifetime Aspiration

Every Sim aspires to be something. Successful Sims have long seen many benefits when you help them feed their Aspiration score, but now the potential rewards have gotten even more tantalizing. Sims aspirational success is now scored in two ways: the traditional Aspiration score and a new, less volatile *Lifetime* Aspiration score. This new rating of your Sim s lifelong satisfaction brings with it a slew of new benefits and superpowers and the eventual promise of permanent Platinum Aspiration status. In addition, Sims success in scoring traditional Aspiration points now has a more immediate effect on their everyday life: their Need decay rates can be slowed based on their Aspiration score at the end of each week and at age transition.

This chapter unpacks these two new facets of aspirational play and lays bare the clockwork that makes them go. With this information, you can maximize every Sim s Aspiration and utilize every possible tool for making a life well lived.

Traditional Aspiration Reviewed

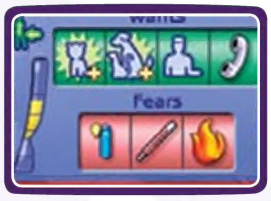
Of course, you know all about your Sim s Aspiration score. Well, if you re a bit foggy on the details, here s a quick review. Traditional Aspiration (the type you had before you installed this expansion pack) is a measurement of how well your Sims are doing at satisfying their Wants and avoiding their Fears. The exact things your Sims want and fear are a complex mixture of their career, their chosen Aspiration, their personality, and myriad other factors.

Every time your Sim achieves a Want, its points are added to the Sim s Aspiration score. Likewise, realizing a Fear subtracts points from the Sim s Aspiration score.

NOTE

Satisfying Wants also adds an identical number of points to your Sim's Aspiration *reward* points, but that's not our concern here. What may be our concern is the possible confusion between Aspiration reward points (which you use to "purchase" Aspiration reward objects) and Lifetime Aspiration Benefit points (which you use to unlock benefits in the Lifetime Aspiration Benefits tracks). Confused?

Whether you are or not, you can rest assured of one thing: other than in this chapter, the subject of Aspiration *reward* points will *never* come up again in this guide. If you ever wonder "Are they talking about the points I use to buy another Money Tree?," you can stop right there and answer yourself: "no." Trust me, we won't lead you astray.



Aspiration score is displayed just to the left of the Sim's Wants and Fears panel.

Aspiration score decays over time (the higher it is, the faster it decays).

Lifetime Wants

It's also important not to confuse Lifetime Aspiration with Lifetime Wants. An Aspiration-specific Lifetime Want is automatically chosen for your Sim when you pick an Aspiration. Achieving these very difficult Wants gets your Sim +25,000 Aspiration points and a new Lifetime Want to shoot for. Though achieving one of these Wants will certainly max out your Sim's Aspiration meter and put your Sim in Platinum Aspiration level, the points will eventually decay. This is quite different from maxing your Sim's Lifetime Aspiration meter, which gives the Sim *permanent* Platinum Aspiration status (to wit, constant, unshakeable perfect Mood regardless of individual Needs).

If Aspiration meter climbs to the top tier, the Aspiration and Mood meters turn white, giving the Sim a perfect mood. Notice that this mood persists even if the individual Needs are low.

Whenever a Sim s Aspiration meter reaches the top tier, the meter turns white, granting the Sim a 100 percent mood for as long as the meter stays in platinum range.

Aspiration Name Changes

Now that your Sims have Lifetime Aspiration, it may be confusing to differentiate between this new concept and plain old Aspiration. Though the game doesn t make this distinction, it s helpful to think of Lifetime Aspiration and traditional Aspiration in the same way we think about Sims dual Relationship scores. Thus, our old familiar Aspiration will be referred to in this guide as: Daily Aspiration. In fact, just to alleviate as much confusion as possible, let s define all our terms in one handy list:

NOTE

Though this isn't directly related to the addition of Lifetime Aspiration, there's another change that's best mentioned now. Because your Sims can now have a secondary Aspiration, clarity demands that we refer to their traditional Aspiration as their "primary Aspiration." You'll find that in our handy list as well.

Old Name	New Name
Aspiration points	Daily Aspiration points
Aspiration	Primary Aspiration
Aspiration Reward points	Daily Aspiration Reward points
Aspiration score	Daily Aspiration score

Note that these are the names we ll be using for clarity in this guide, but you won t see the same terms used in your game. Once you get the hang of Lifetime Aspiration, however, any differences in terminology won t confuse you anyway.

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Lifetime Aspiration Meter

As a Sim scales the ladder of Lifetime Aspiration, his or her progress is represented in several ways. Your window into your Sims Lifetime Aspiration progress is the new Lifetime Aspiration meter. This vertical indicator, a lined tube nestled between the similar-looking influence and Daily Aspiration (formerly just Aspiration) meter, displays the current level of your Sim s Lifetime Aspiration. The horizontal lines represent the thresholds that, once crossed for the first time, earn your Sim Lifetime Aspiration points (see Lifetime Aspiration Points).

The Lifetime Aspiration meter sits right in between the Influence and Daily Aspiration meters. Pointing at it reveals many interesting details about this new scoring system.

Lifetime Aspiration Score

The filled portion of the bar represents the current number of Lifetime Aspiration points your Sim has amassed. This score can range from 0 to 30,000 points. The horizontal lines mark unevenly spaced scoring thresholds. From bottom to top, they are:

Line	Score
1	2,000
2	4,000
3	6,000
4	9,000
5	12,000
6	15,000
7	18,000
8	21,000
9	24,000
10	27,000
Top	30,000

NOTE

Because they have no Wants and Fears, babies have no way to gain Lifetime Aspiration points. However, when a baby ages into a toddler, he or she is rewarded with 1,800 Lifetime Aspiration score points.

Lifetime Aspiration Monikers

Your Sim s current Lifetime Aspiration score is always represented by a moniker that puts into words how well your Sim is currently doing. The thresholds for these names *don t* correspond to the lines on the indicator.

To view your Sim's current Lifetime Aspiration moniker, just point at the Lifetime Aspiration meter and wait for the detail box to appear. This guy's not doing too well, but it could be a lot worse.

Because you can t ever see your Sims actual numerical Lifetime Aspiration score, you can use these names and the lines on the bar to approximate the value.

Lifetime

Lifetime Achievement Level	Lifetime Achievement Points	Moniker
	0–4,999	Lifetime Loser
	5,000–9,999	Depressing Dud
	10,000–14,999	Shoddy Schlub
	15,000–19,999	Amateur Aspirant
	20,000–24,999	Diligent Dynamo
	25,000–29,999	Amazing Achiever
	30,000	Perfect Paragon

Gaining and Losing Lifetime Aspiration Score

Lifetime Aspiration score works similarly but not identically to lifetime *Relationship* score: it s primarily affected by your Sim s Daily Aspiration score and can, in some case, be directly changed by certain actions.

Lifetime Aspiration Score and Daily Aspiration Score

The primary source for Lifetime Aspiration points is your Sim s Daily Aspiration score. If the Daily Aspiration score is positive (the bar is green, gold, or platinum), points will be added to the Sim s Lifetime Aspiration score. If Daily Aspiration score is negative (red), points will be deducted from Lifetime Aspiration score.

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At the start of every hour, points are added to Lifetime Aspiration score based on the Sim s Daily Aspiration score level at that moment. How much Sims gain or lose at the start of each hour varies for Sims of different ages.

TIP

Daily Aspiration score when a new hour starts is all that matters for Lifetime Aspiration scoring, so make sure it's as high as possible as the big hand reaches the top of the hour.

Daily Aspiration Level	Toddler	Child	Teen	Young Adult	Adult	Elder
Platinum	81	40	26	4	20	26
Gold	62	31	20	3	15	20
High Green	42	21	14	2	10	14
Low Green	22	11	7	1	5	7
Low Red	-22	-11	-7	-1	-5	-7
Very Low Red	-42	-21	-14	-2	-10	-14

NOTE

You may be wondering why the scoring rate is so low for young adult Sims. Because this age group only exists for players with *The Sims™ 2 University*, it's only fair that they not be given too big an advantage for effectively having extra time to reach high Lifetime Aspiration score.

To demonstrate the powerful role of Daily Aspiration score, here s a little example. If an adult Sim can manage to spend an entire day in platinum Daily Aspiration score, she ll add 480 Lifetime Aspiration points to her Lifetime Aspiration score. If, however, she spends a day in the doldrums (in very low red), she ll lose 240 points.

Events that Directly Affect Lifetime Aspiration Score

Several major life events add points directly to a Sim s Lifetime Aspiration score. These events register Lifetime Aspiration score points only the first time a Sim achieves them. Thus, getting married a second time won t have a direct effect on Lifetime Aspiration score.

Big happenings like this affect your Sim's Lifetime Aspiration Score in two ways: by pushing up Daily Aspiration and by directly awarding Lifetime Aspiration points.

NOTE

Many of these events *also* indirectly add to Lifetime Aspiration score by satisfying a Want and adding to Daily Aspiration score.

NOTE

For Sims created at later stages of life, many of these events may have already fictionally occurred. For example, if you create adult Sims in Create-A-Sim, the game assumes they've already had their first kiss. Thus, when they have their "first kiss" while you're playing them, they won't get a direct score on their Lifetime Aspiration score. You'll know one of these events has already happened to a newly created Sim by consulting his or her Memories panel; these events are remembered with a "Mystery Sim."

The following events score Lifetime Aspiration score points the first time a Sim experiences them:

Event	Lifetime Aspiration Score Points
Adopt/Give Birth to a Sim	1,200
Earn Level 10 Business Rank (*The Sims™ 2 Open for Business*)	1,200
Earn the Savvy Traveler Memento Moniker (*The Sims™ 2 Bon Voyage*)	900
Fall in Love	1,200
First Kiss	1,200
First WooHoo	1,500
Get Married/Joined	1,200
Graduate from College (*The Sims™ 2 University*)	1,200
Graduate from High School	600
Potty Trained	600
Reach Level 10 in a Career	1,200
Reach Level 10 in a Hobby	900
Satisfy a Lifetime Want	1,200
Taught Nursery Rhyme	600
Taught to Talk	600
Taught to Walk	600

NOTE

For details on the Taught Nursery Rhyme event, see "Teach Nursery Rhyme" in the New Socials chapter.

NOTE

For details on the Reach Level 10 in a Hobby event, see "Hobby Enthusiasm Levels" in the Hobbies chapter.

NOTE

For those who haven't added any previous expansion packs, the Lifetime Want is a feature carried forward from *The Sims™ 2 University*. For details on this feature, see *The Sims™ 2 University: Prima® Official Game Guide*.

Platinum Lifetime Aspiration

If a Sim reaches the tippy-top of the Lifetime Aspiration meter (30,000 points), he or she achieves permanent platinum Lifetime Aspiration score. Once this momentous achievement occurs, *both* the Sim s Lifetime and Daily Aspiration meters will be permanently filled to the top and colored Platinum for the rest of the Sim s life.

What does this mean? Several things:

- Sims' Mood will always be perfect regardless of individual Needs. Thus, promotions are easier to get and social interactions based on mood are more likely to be accepted.
- Sims' Daily Aspiration score is guaranteed to be high when they enter their next life stage. Thus, Sims who win this state before they become elders will always get the high-point-value Want "to grow up": a *big* influx of Daily Aspiration reward points that you can spend on reward objects. Plus, Sims

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who age from adult to elder with platinum Daily Aspiration score will have the maximum number of days added to their life.

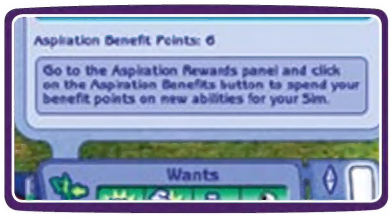
- Sims' Daily Aspiration score is guaranteed to be high when they die: Sims with high Daily Aspiration leave larger inheritances to their family and friends when they pass on.
- Sims will have earned enough Lifetime Aspiration benefits points to select *all* 16 of their benefits. (see "Lifetime Aspiration Benefit Points," below).

NOTE

Even after a Sim achieves platinum Lifetime Aspiration, you should still help him or her satisfy Wants and avoid Fears to earn Daily Aspiration *reward* points to purchase new Aspiration reward objects.

Lifetime Aspiration Benefits Points

The first time your Sim's Lifetime Aspiration score crosses a line in the meter (or hits the top), the Sim is awarded one or more Aspiration Benefit points. The points for each level are only awarded once, so if your Sim s score drops below and then rises again past a line, you don t get the benefits points again.



Aspiration Benefit points are displayed in the Lifetime Aspiration Meter popup.

Line	Lifetime Aspiration Benefits Points Awarded	Total Accumulated
1	2	2
2	1	3
3	1	4
4	1	5
5	1	6
6	1	7
7	1	8
8	1	9
9	2	11
10	2	13
Top of Meter	3	16

NOTE

Every Sim has 16 possible Lifetime Aspiration benefits. Thus, a Sim can only select *all* of the available benefits if he or she reaches the top of the Lifetime Aspiration benefits meter.

View the number of benefit points you have to spend in the Choose Lifetime Aspiration Benefits window.

All Sims earn benefit points, but toddlers points don t show in their benefits window until they become children. Because you can't select benefits for them until they grow into their next life stage, the points have no use before that anyway.

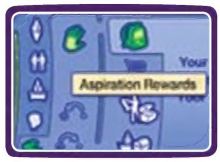
Lifetime Aspiration Benefits

Your Lifetime Aspiration benefits points can be redeemed for powerful benefits that can improve your Sim s life in many ways.

To view and select a Sim s Lifetime Aspiration benefits, click on the new Lifetime Aspirations Benefits icon in the Aspirations Rewards panel. This opens the Choose Lifetime Aspiration Benefits window.

To find your Lifetime Aspiration rewards window, click on the Rewards button…

…then click on the Aspiration Rewards button…



…and then click the new Lifetime Aspiration Benefits button.

The Lifetime Aspiration Benefits button glows when you have Aspiration benefits points to distribute.

Lifetime Aspiration Benefits Window

The Lifetime Aspiration Benefits window displays everything you need to know about the benefits available to your Sim.

Remaining Lifetime Aspiration Benefit points to be distributed are shown in the upper left corner of the Choose Lifetime Aspiration Benefits window.

The window features four benefit tracks : Needs, Work, Aspiration, and Secondary Aspiration. The first two are universal benefits: every child or older Sim has them and they always contain the same four benefits. The other two tracks are Aspiration-related and vary between Sims. The four benefits in each track must be unlocked in order from bottom to top; you can t, for example get the second benefit until you've spent a point to get the first.

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Start in a track by clicking on the benefit at the bottom.

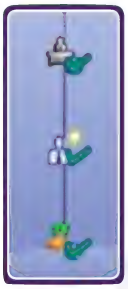
Selecting a benefit puts a check mark in the benefit's icon, deducts one benefits point from the Sim's balance, and makes available the next highest benefit in the track.

NOTE

Your choices aren't final until you click on the check-mark button. Until then, you can undo any individual selections by clicking on the topmost benefit. Clicking on a lower selected benefit also unselects every benefit above it. To undo all choices made in your current visit to this window, click on the Cancel [X] button.

Once you've confirmed selections with the Accept (check mark) button, they can't be deselected by clicking; they can only be undone by using the ReNuYuSenso Orb Aspiration reward object. See "Resetting Lifetime Aspiration Benefits."

Benefits that have been chosen and confirmed in a previous visit to this window have a green check mark, but no button around them. This means they can't be unselected.



Every benefit costs one benefit point. Undistributed points are listed in the upper left corner. These can be spent on any of the colored-in benefits in the window. Which benefits are available, however, depends on several factors.

- Age: Toddlers and children will only show the two tracks on the left (Needs and Work). The two rightmost tracks will be blank. Children can spend points in their two tracks, while toddlers cannot (all their benefit icons are grayed out).
- Primary Aspiration: Your Sims' chosen Aspiration (selected when you made them in Create-A-Sim or when they became teens) dictates what benefit track will sit in the third column. Children and toddlers don't have access to this track at all because they don't have a chosen Aspiration.
- Secondary Aspiration: Teen and older Sims have an available fourth track entitled "Secondary Aspiration." Until you spend a point to specify a secondary Aspiration, only the bottom icon ("Choose a Secondary Aspiration") will be visible. Once you've picked a secondary Aspiration, the other slots in the track will fill in with the first three benefits for the chosen Aspiration. The fourth and most valuable benefit for each Aspiration track can't be attained from the secondary Aspiration track.

Once a benefit has been selected and confirmed, the Sim may take advantage of it immediately. Choosing benefits will, however, likely require you to know more about what each does.

Universal Benefits Tracks

Two tracks (Needs and Work) are available to *every* Sim of every age except toddlers. The work benefits are career-independent, so it doesn t matter which career your Sim is in or whether he or she changes careers.

Needs

Spend your Lifetime Achievement benefit points in the Needs tree and your Sims can tend to most of their Needs less often. The first benefit means less socializing and sitting (Social and Comfort), the second less showering and using the toilet (Hygiene and Bladder), the third less frequent entertainment and food (Fun and Hunger), and the fourth more time before needing rest (Energy). More time between Need-replenishments can certainly be used to build hobby enthusiasm, but could also be exploited to build a relationship, satisfy Wants, work on Skills or Badges, or whatever else you want your Sim to do that isn t chit-chatting, having a sit, using the loo, bathing, amusing themselves, feeding their faces, or sleeping.

Icon	Benefit	Benefit Effect
	Slower Need Decay—Social and Comfort	Social and Comfort Needs decay 12% slower.
	Slower Need Decay—Bladder and Hygiene	Bladder and Hygiene Needs decay 12% slower.
	Slower Need Decay—Fun and Hunger	Fun and Hunger Needs decay 12% slower.
	Slower Need Decay—Energy	Energy Need decays 12% slower.

Work

No matter what career employs your Sims, benefits in this track will make their work life easier and more lucrative. Spend a Sim s points up this track to amass more days off, correctly answer more work-related chance cards, need fewer friends for promotion, or manage a second chance if fired.

Children can use their Lifetime Aspiration benefit points in this track, but the benefits won't kick in until they're teens and have a job. The primary and secondary Aspiration tracks are not available to children.

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Icon	Benefit	Benefit Effect
	Life of Luxury	Instead of the standard 0.15 paid days off per shift worked, your Sims earn time off at a faster (0.23 per shift) rate.
	Business Instinct	When you're presented with a work chance card, whichever answer you choose will be correct 80% of the time.
	Friends in High Places	All friend requirements for promotions are reduced by one.
	Plead for Job	If your Sim is fired from a job, he or she can try to get it back with the Plead for Job interaction (featured on all household phones for 24 hours after the firing). The chance that the boss will undo the firing begins at 15% and rises (+7%) with the level of the job (22% for a level 1 career up to a 85% chance for a level 10 career).

Aspiration Track Benefits

The third track in your Sim s Aspirations benefits window contains four benefits specific to your Sim's current chosen primary Aspiration. If your Sim changes Aspiration (via the ReNuYuSenso Orb Aspiration reward object), this and all other benefit tracks will be unselected and all your Sim's earned benefits points made available for redistribution.

Because toddlers and children can t yet choose an Aspiration, this and the secondary Aspiration track are unavailable until they become teens.

Family

Family Sims focus intently on the size and happiness of their families. To that end, these benefits either make this job easier or make sure the Sim s family is as large as possible. By spending points in this track, Sims can cure illness with food, worry less about having fun or sitting a spell, fend off the Social Worker during tough times, and make the most of every chance to reproduce.

Icon	Benefit	Benefit Effect
	Grandma's Comfort Soup	Sims cooking lunch or dinner can whip up bowls of this hearty broth that feeds Hunger and Comfort, and instantly cures any illness.
	Slower Need Decay—Fun and Comfort	Fun and Comfort decay 12% slower.
	Plead with the Social Worker	In the unfortunate event that a Social Worker comes to remove a child, toddler, or baby from a Sim's household, there is a chance that the Social Worker will be convinced to reconsider and give the household 24 hours to get its act together. The more Sims that have this ability, and the higher their relationship with the kids, the greater the chance of the Social Worker allowing extra time to make things right. See sidebar.
	Super Fertility	Sims with this power have a 50% higher than normal chance to conceive twins, whether the Sim is the mother or father.

Plead with Social Worker

Plead with the Social Worker isn't an interaction, but rather a power a Sim's household exerts automatically if a Social Worker comes to do her duty. In fact, Sims with this benefit don't even need to be on the lot when the Social Worker comes.

Absent any other factors, a house with a single Sim with this power stands a 55 percent chance of dissuading the Social Worker. If the Sim's Lifetime Relationship to the minor is above 50, the chance of success rises to 75 percent.

The number of Sims on the lot with the power to plead with the Social Worker also affects the probability of success. For every Sim with the benefit, the chance rises by 4 percent (up to a max of 16 percent).

NOTE

For details on the Grandma's Comfort Soup, see "Refrigerator Interactions" in the New Objects chapter.

Fortune

Fortune Sims are all about the Simoleons, so it's no surprise that their benefits allow them to squeeze even more blood from the monetary stone than your average Sim. Sims with these benefits earn more at any job they take, require less Fun and Comfort, earn money at home via their PC, and gamble their family funds on the rise and fall of the financial markets.

Icon	Benefit	Benefit Effect
	killed Negotiator	Sims with this benefit earn 50% more than the stated wages at any job level.
	lower Need Decay —Fun and Comfort	Fun and Comfort needs decay 12% slower.
	inancial Advice or Cash	Sims can earn money via the computer's new Give Financial Consulting interaction. Each hour doing the interaction, the Sim earns an amount based on his or her Logic skill.
	ivesting	A Sim's household rides the investment wave with random chances to gain or lose money each day. The chances and amounts are random and the more Sims in the household with this benefit, the better the chance to gain money each day (see sidebar).

Investing

The investing benefit enables a household to gain or lose a portion of its funds at 4 p.m. each day. On some days, the market stays stable and no change occurs.

When one Sim in a household has the Investing benefit, there's a 50 percent chance that the household will gain money. If that fails, there's a 30 percent chance that it'll lose money. If neither events occur, nothing happens. For each Sim in the house with the Investing benefit, the chance of gaining money rises by 8 percent (up to a total of 80 percent). Thus, a house with three such Sims will have a 66 percent chance to earn. Because a house can't have a greater than 80 percent chance of earning, you only need four Sims with the benefit to maximize their chances.

The amount earned or lost is a random percentage of the household funds. Gains can range from 1–5 percent of household funds and loses can range from 1–4 percent.

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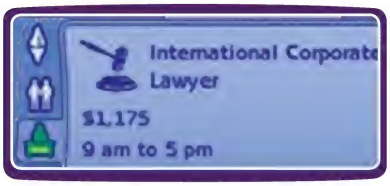

The increased wages from the Skilled Negotiator benefit aren't reflected in a Sim's Skills & Career panel (it shows the job's base rate of pay), but you'll see the correct amount added to the family funds when the Sim comes home from work.

NOTE

For details on the Give Financial Consulting interaction, see "Computer Interactions" in the New Objects chapter.

Grilled Cheese

Grilled Cheese Sims are an odd lot, but you can t argue with their commitment to their oddball Aspiration. Of course, it is saddled with a few unfortunate side effects that your Sims might find disagreeable (like obesity). Plus it can be difficult to find non-fattening activities that satisfy their unnatural (but *totally* understandable) cravings. Thus, the benefits in this track can be selected to minimize these downsides and provide ample (well, more at least) opportunities to indulge in golden brown and melty scrumptiousness. Grilled Cheese Lifetime Aspiration benefits enable a Sim to eat often without becoming fat (low Fitness), use the bathroom less often, paint portraits of their beloved (sandwich), and even summon a perfectly cooked grilled cheese sandwich from thin air.

Aspire to Grilled Cheese?

If you haven't played *The Sims*™ 2 with the *Nightlife* expansion pack, you've never before encountered the mysterious Grilled Cheese Aspiration. This isn't an Aspiration anyone chooses (except as a secondary Aspiration, but we'll get to that later), but it can be forced upon them by unwise use of a certain object.

Using this Aspiration Reward object with low Daily Aspiration score can change a Sim's Aspiration to Grilled Cheese.

How does a Sim gain this unorthodox Aspiration? The ReNuYuSenso Orb Aspiration Reward Object (6,250 Aspiration points) is normally used to change a Sim's Aspiration, Turn Offs, or Turn Ons. If, however, a Sim uses the ReNuYuSenso Orb with low or negative Daily Aspiration score (if the bar is green or red), there's a chance the object will fail. This nasty accident removes the Sim's chosen Aspiration and replaces it with the strange but inarguably delicious Aspiration to constantly experience the wonders of the grilled cheese sandwich.

Sims afflicted (or blessed) with this Aspiration can rid themselves of it by successfully using the ReNuYuSenso Orb. The greater their Aspiration Score when they use the object, the less likely it'll be to fail. Use it with Gold or Platinum Daily Aspiration score to guarantee success. Anytime a Sim changes his or her Aspiration with the ReNuYuSenso Orb, all of Lifetime Aspiration Benefits are reset and those points made available for redistribution.

A Sim's Fitness (the condition, not the hobby) can be viewed in the Simology panel under Personality.

Icon	Benefit	Benefit Effect
	Bottomless Stomach	Normally, when Sims eat food when their Hunger Need is fully satisfied, they lose Fitness points (visible in the Simology > Personality panel). Lose enough Fitness points and the Sims will become visibly fatter (this can realize a Fear for some Sims). Sims with this benefit, however, lose Fitness points at a slower rate (50% less than the food normally causes) and can eat grilled cheese or other food more often without losing their figure.
	Slower Need Decay—Bladder	Bladder need decays 12% slower.
	Paint Grilled Cheese	Sims get a new interaction on the easel allowing them to paint portraits of grilled cheese. The higher a Sim's Creativity, the more impressive the resulting painting will be.
	Conjure Grilled Cheese	Sim gains a self-interaction that instantly creates a grilled cheese in the Sim's hand. The sandwich is instantly consumed and all is well (though at the cost of both Comfort and Energy). This handy interaction can simultaneously satisfy Wants to both make and eat grilled cheese and allows the Sim to avoid the Fear of making bad (burned) grilled cheese. It also means free and very fast Hunger satisfaction no matter where the Sim is.

NOTE

For details on the Paint Grilled Cheese easel interaction, see "Easel Interactions" in the New Objects chapter.

NOTE

For details on the Conjure Grilled Cheese interaction, see "Self-Interactions" in the New Socials chapter.

Knowledge

The benefits available to Knowledge Sims focus on both their ability to acquire more knowledge and to teach it to others. By spending their points in this track, Sims

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can study longer without worrying about socializing or entertainment, build the skills of several less skilled Sims, see sudden dramatic increases in their own skill acquisition, and increase their chances of meeting an alien.

Icon	Benefit	Benefit Effect
	lower Need Decay—ocial and Fun	Social and Fun needs decay 12% slower.
	npart Knowledge	Sims gain the Impart Knowledge interaction, enabling them to build the skill of lesser skilled Sims. Unlike the Teach interaction, Impart Knowledge can be performed on multiple pupils and doesn't require a special object as a teaching device.
	ureka!	When Sims with this benefit are building a skill there's a 10% chance that they'll periodically have a revelation that adds 80 quick points to their skill score.
	ummon Aliens	This telescope-based interaction lets a Sim increase his or her chances of alien abduction.

If your Sim *reeeeeally* wants to meet an alien, this interaction is probably just the thing.

NOTE

For details on the Impart Knowledge interaction, see "Talk Interactions" in the New Socials chapter.

NOTE

For details on the Summon Aliens, see "Telescope interactions" in the New Objects chapter.

Pleasure

NOTE

The Pleasure Aspiration is available only if you've installed *The Sims™ 2 Nightlife* or the *The Sims™ 2 Deluxe* bundle.

Pleasure-seeking Sims are driven to drink deeply of life, so their Lifetime Aspiration Benefits are geared toward undoing the effects of overindulgence and allowing them to have even more fun than mere mortals should be allowed. These benefits let them exercise more efficiently, sleep and use the bathroom less often, make money from their gastronomical explorations, and lead a room in a rousing tune.

Icon	Benefit	Benefit Effect
	ist Metabolism	When exercising or doing anything else that improves Fitness, Sims gain Fitness points 50% faster than normal. This metabolic efficiency can counteract the effects of overindulgence or quickly push your Sim into the lofty Fit state.
	ower Need Decay—adder and Energy	Bladder and Energy needs decay 12% slower.
	rite Restaurant uide	Sims can use any computer's new Write Restaurant Guide interaction to sit down and pen a masterpiece. When they're done, they'll receive payment for their guide (in an amount based on their Cooking skill).
	owdy Folk Song	Pleasure Sims can start a lusty group sing, bringing Fun to several Sims at once.

This rollicking group sing will get Sims' blood flowing.

NOTE

The Write Restaurant guide interaction works similarly to the computer-based novel writing interaction did before you installed *The Sims™ 2 FreeTime*. For full details, see "New Computer Interactions" in the New Objects chapter.

NOTE

For details on the Rowdy Folk Song interaction, see "Top Menu Interactions" in the New Socials chapter.

Popularity Aspiration

NOTE

Popularity and other primary Aspiration tracks become available only after a Sim is a teen.

Teen or older Sims with Popularity as their primary Aspiration can take advantage of four increasingly potent benefits to quickly enlarge their social spheres. As they progress down this track, Sims can bring home more Sims from home and work (the more Sims they meet, the more friends they can make), go longer between bathroom breaks and naps (great for hardcore mingling), talk on the phone to two Sims at once, and gain extra points every time they improve a relationship.

Icon	Benefit	Benefit Effect
	lospitality	Sims are 30% more likely to bring someone home from work or school.
	lower Need Decay —Bladder and nergy	Bladder and Energy needs decay 12% slower.
	-Way Calling	When this Sim uses a phone (home or cell), they get a new phone-based interaction allowing them to include a third Sim in a conversation. See "Telephone Interactions" in the Objects chapter for details.
	ist Friends	Any increases in Daily or Lifetime Relationship scores are boosted.

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Talking to two Sims at once makes Popularity Sims extremely efficient friend-makers.

TIP

The Fast Friend benefit is also extremely valuable to Sims with a Romance Aspiration. Turn your Sim into the ultimate social butterfly with a Popularity primary Aspiration and a Romance secondary Aspiration. You won't be able to get the Romance Aspiration's Smooth Talk social interaction benefit, but Fast Friend will more than make up for that.

Romance

Romance Sims need to have as many romantic targets on their radar as possible if they're to fulfill their most prized Wants, so these benefits are about maximizing opportunities and building romantic relationships faster. Sims with these benefits automatically have higher chemistry with every Sim they meet, need to spend less time bathing and sleeping, get many more casual visitors to their lots, and gain the ability to sweep Sims off their feet or be forgiven almost any indiscretion with a few romantic words.

Icon	Benefit	Benefit Effect
	Massive Attraction	Your Sim's chemistry with every other Sim of their preferred gender is boosted by 80 points.
	Slower Need Decay—Hygiene and Energy	Hygiene and Energy decay 12% slower.
	Local Legend	The number of townies and playable Sims from other households that walk by your Sim's house significantly increases, creating many more opportunities to meet romantic prospects without leaving home.
	Smooth Talk	This powerful interaction makes your Sim more charming (yielding massive Social satisfaction and Daily and Lifetime Relationship boosts) and hard to hate (instantly removing any Furious states).

NOTE

For details on the Smooth Talk interaction, see "Flirt Interactions" in the New Socials chapter.

The Smooth Talk interaction turns Romance Sims into a relationship-building machines and gets them out of any serious hot water when someone's furious with them.

Secondary Aspiration Track

Teen and older Sims have one other way to spend their hard-earned Aspiration Benefit Points: they can choose a secondary Aspiration.

The most immediate question is likely this: why would you want a secondary Aspiration? Well, there are a couple of reasons, actually:

Select a secondary Aspiration by activating the first benefit (Choose a Secondary Aspiration) in the Secondary Aspiration benefit track.

- Aspiration-oriented Wants tend to be higher scoring than generic or non-Aspiration Wants, so having more Aspiration Wants vying for your Wants Panel means more chances to keep a Sim's Aspiration score high.
- Opens a second track of Aspiration-related Lifetime Aspiration Benefits.

Click on an Aspiration to see a detailed description (to the right) and a list of the benefits you can choose.

You may choose as a secondary Aspiration anything other than your Sim s current Aspiration (which will be grayed out).

NOTE

Unless you have *The Sims™ 2 Nightlife* or the *The Sims™ 2 Deluxe* bundle, the Pleasure Aspiration will also be grayed out and unselectable.

Note, however, that only the lowest *three* benefits for a secondary Aspiration can be activated. The topmost benefit for each Aspiration track is available *only* when the Aspiration is primary. So if an Aspiration's top benefit is the reason you want it, reset your Sim s Aspiration via the ReNuYuSenso Aspiration reward object.

Once you've selected and confirmed a secondary Aspiration, Wants relating to that Aspiration thereafter appear in your Sim s Want panel (depending on how strong they are relative to other Wants). Fulfilling these Wants adds big points to your Sim s Aspiration score, providing all the traditional rewards (Platinum Aspiration, points toward Aspiration reward objects, low failure chances with Aspiration reward objects, etc.) plus a positive effect on your Sim s Lifetime Aspiration score.

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What you won t see, however, is any *Fears* related to your Sim s Secondary Aspiration. Secondary Aspirations add only their Wants to your Sim s selection, sparing them the extra minefield of another set of major Fears.

Resetting Lifetime Aspiration Benefits

Whether you want to reset your Sim s Primary or Secondary Aspiration or redistribute their benefit points, there's only one way: the ReNuYuSenso Orb Aspiration reward object. Every use of this object, whether successful or not (see Grilled Cheese), resets everything in the Lifetime Aspiration Benefits window, including:

This handy Aspiration Reward object offers everything you need to change your Sim's Primary and Secondary Aspirations, Turn Ons/Turn Offs, and wipe the slate clean on your Lifetime Aspiration Benefits points.

- Chosen benefits: All selected benefits are removed.
- Benefits points: All benefits points are restored to the "Remaining Points to Spend" count for redistribution.
- Secondary Aspiration: The entire secondary Aspiration track is reset, including any benefits selected and your choice of secondary Aspiration.

What isn t necessarily reset is your Sim s *primary* Aspiration, depending on which of the ReNuYuSenso Orb s interactions you select. The new Reset Lifetime Aspiration Benefits" interaction (available once you select the Sim's first benefit or set the Secondary Aspiration) leaves the primary Aspiration intact but completely resets all benefit selections and Secondary Aspiration. With the traditional Reprogram Self interaction, however, you can choose to reset a Sim s primary Aspiration and/or Turn Ons and Turn Offs. These also reset the Lifetime Aspirations Benefits window.

The Orb's "Reset Lifetime Aspiration Benefits" interaction does exactly that.

No matter which interaction you select, using the object when your Sim has low Daily Aspiration score (in the green or red zones) runs the risk of failure and alteration to the Grilled Cheese Aspiration. You could, therefore, inadvertently reset your Sim s Primary Aspiration.

NOTE

Any use of Reprogram Self resets the Lifetime Aspiration Benefits window, even if you only reset a Sim's Turn Offs or Turn Ons.

Lifetime Aspiration Score and Create-A-Sim Sims

When you make a new Sim in Create-A-Sim, you re introducing them to the world at a later phase in their life. The game, therefore, has to make assumptions about what the Sims have done up to this moment in terms of their memories and other factors, including Lifetime Aspiration score.

To make up for this, every new Sim you make is given a presumed Lifetime Aspiration score based solely on his or her life stage. He or she will also have the number of Lifetime Aspiration Benefit points enabled by the Lifetime Aspiration score:

Starting Lifetime Aspiration Score for Create-A-Sim Sims

Age	Starting Lifetime Aspiration Score	Lifetime Aspiration Score Benefit Points
Toddler	0	0
Child	3,375	2
Teen	5,640	3
Young Adult	8,460	4
Adult	9,870	5
Elder	12,690	6

NOTE

When a townie or other unplayable Sim is brought into your Sim's household via marriage/joining or other means, he or she is given a starting Lifetime Aspiration score based on this same table plus the benefit of whatever events occurred since they came on the lot. This is because any such events will be retained as memories for the non-playable Sim and will, upon his or her addition to the family, be calculated in addition to the presumed Lifetime Aspiration score.

Thus, if you ask an adult townie to move in, he'll come in with the default Lifetime Aspiration score of 9,870. If, on the other hand, you invite a townie to the lot, get him to fall in love with your Sim (worth 1,200 Lifetime Aspiration score points), and then bring the townie into the family by marriage (another 1,200 Lifetime Aspiration score points), he'll begin with the default score plus the 2,400 points for the other events.

Because infants are given 1,800 Lifetime Aspiration score points upon aging to toddler, a naturally born Sim will have an automatic Lifetime Aspiration score advantage over a created Sim. In fact, most Sims played since birth should achieve Lifetime Aspiration scores higher than these when they reach the corresponding age group. Thus, a reasonably well-played, naturally born adult should have considerably more Lifetime Aspiration score points than the 9,870 attributed to a newly created adult.

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Starting Lifetime Aspiration Score and Existing Sims

Sims you ve played before installing *The Sims 2 FreeTime* won't have had the benefit of amassing Lifetime Aspiration score during their previous days. In that sense, they are very like Create-A-Sim Sims. They will, however, have one thing that a newly created Sim will not: a Daily Aspiration score.

Thus, the first time you load an existing household after installing *The Sims 2 FreeTime*, all the Sims in the household are given presumed Lifetime Aspiration scores based on a combination of *both* factors.

Starting Lifetime Aspiration Score for Existing Saved Sims

Daily Aspiration Level	Toddler	Child	Teen	Young Adult	Adult	Elder
Platinum	0	3,825	6,120	9,180	10,710	13,770
Gold	0	3,750	6,000	9,000	10,500	13,500
High Green	0	3,562	5,820	8,730	10,185	13,095
Low Green	0	3,375	5,640	8,460	9,870	12,690
Low Red	0	3,187	5,460	8,190	9,555	12,285
Very Low Red	0	3,000	5,280	7,920	9,240	11,880

Starting Lifetime Aspiration Benefits Points for Existing Saved Sims

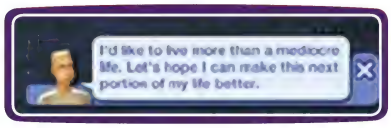
Daily Aspiration Level	Toddler	Child	Teen	Young Adult	Adult	Elder
Platinum	0	2	4	5	5	6
Gold	0	2	4	5	5	6
High Green	0	2	3	4	5	6
Low Green	0	2	3	4	5	6
Low Red	0	2	3	4	5	6
Very Low Red	0	2	3	4	5	5

Daily Aspiration Score

There are a lot of changes swirling around our old friend Daily Aspiration score (n e plain old Aspiration score), but none really change its essential role in the game. None, that is, except for this: your Sims Daily Aspiration score can now affect the rate at which all their Needs (Hunger, Energy, etc.) decay. This effect actually occurs in two ways:

- By Age: Based on Daily Aspiration score when a Sim age transitions.
- Weekly: Based on Daily Aspiration score at the end of a week.

Daily Aspiration Score at Age Transition



A new message pops up when Sims age, giving you a clue about how well they did aspirationally during the last phase and how it will affect their Need decay rate during the next life stage.

When your Sims age transition, their Daily Aspiration score at that moment alters their Need decay rate for the duration of the new age. Unlike the weekly effects described below, these bonuses won t ever speed a Sim s decay rate; low and negative Daily Aspiration score will set the Sim s decay rate at the normal speed while high Daily Aspiration will slow it.

NOTE

Any weekly Need decay effects (see below) are forgotten when your Sims age transition. When they age, their base Need decay rate (for the first week, at least) will be based purely on this age change triggered decay rate. Subsequent weekly changes will speed or slow this base rate until the next age transition.

The score thresholds for this effect don t correspond to the levels in the Daily Aspiration score meter. They instead match finer numerical scores that you can't precisely see. As with the weekly score, however, your Sim s self-evaluation when he or she age transitions will let you know which effect you ll get.

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Change in Need Decay Rate Based on Daily Aspiration Score at Age Transition

Daily Aspiration Score Level	Daily Aspiration Score	Need Decay Rate Change	Sim's Message
Platinum	91–100	-24%	Wow! So this is what being on top of the world feels like! With my current mood, it feels like living life is a breeze.
Platinum	81–90	-18%	I'm almost a bit sad to see that part of my life go away. It was so fantastic! Still, I'm ready to face the new day and I couldn't feel better about it.
Gold/Platinum	71–80	-13%	I feel great! If I can keep feeling this good about life, I'm sure the sky's the limit.
Gold	61–70	-8%	Not to sound smug, but I think I've been doing pretty well. I feel good and well on my way to a great life!
Gold	51–60	-6%	My life has been going pretty well so far. Now's the time to step it up and make the future even better!
Green	41–50	-4%	It could have been better, but I think I enjoyed that last portion of my life. Now I just need to keep improving!
Green	31–40	-2%	That was OK, but I'm glad to have grown. I feel like I'm now prepared to tackle this next portion of my life.
Green	21–30	0%	I'd like to live more than a mediocre life. Let's hope I can make this next portion of my life better.
Green	11–20	0%	If I had to describe that period of my life, I'd have to say it was poor to fair. I'm sure I can make my life better.
Green	0–10	0%	I'm glad that period of my life is over. Seems like there's nowhere to go but up.
Red	>0	0%	That was a horrible period of time in my life. I guess one has to hit rock bottom to really be free.

Weekly Daily Aspiration Score

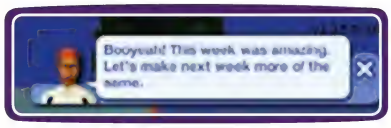
At the end of each week, your Sim s Daily Aspiration score is measured and that amount causes a change in your Sim s Need decay rate. High Daily Aspiration score will cause the rate to slow and the lower score will cause it to accelerate (though never faster than it would decay normally).

NOTE

The week we're talking about here won't necessarily jibe with a Saturday or a Sunday or whatever you generally think of as the "end" of a week. The weekly change in Need decay occurs every seven days after a Sim is created (in which case it will be a Monday) or from the last age transition. Because you can age transition a Sim a day or so earlier than scheduled, this can offset the exact timing of the next "week" for Daily Aspiration score purposes.

Weekly Change in Need Decay Rate Based on Daily Aspiration Score Level (by Age)

Daily Aspiration Score Level	Teen	Elder	
Platinum	-5%	-5%	-6%
Gold	-3%	-3%	-4%
Green	0%	0%	0%
Low Red	+1%	+2%	+3%
Lower Red	+3%	+4%	+5%



Like the message Sims get when they age up, these weekly messages provide a more immediate read of how Sims are faring with their Wants and Needs.

Your only overt indication of this change will be a notice from your Sim in which he or she sums up how the week went. This message corresponds to the level at which the Sim ended the week.

NOTE

This effect won't occur precisely every seven days. More specifically, you'll receive your Sim's self-evaluation the first time the Sim's Wants and Fears refresh after the seven day mark has passed.

End of Week Daily Aspiration Score Level	Sim's Message
Platinum	Booyeah! This week was amazing. Let's make next week more of the same.
Gold	What a good week it's been! I hope I can keep this up.
Green	It's been a so-so week. I want to make this week better!
Low Red	It hasn't been the greatest week. Hopefully, things will turn around for me this week.
Lower Red	This past week has been terrible. I only hope I can break out of this rut.

These weekly changes add to any previous weeks changes. Thus, turning things around for your Sim can gradually undo the damage of a bad week. Conversely, several bad weeks can snowball, completely undoing the benefits of any positive previous weeks. These effects continue to stack until your Sim s next age transition.

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Chapter 3: Hobbies

With so much to do at work and around the house, with pets and owned businesses, as well as everything else, Sims still want more options for filling their leisure time. Well, choices abound with *The Sims 2 FreeTime* s new hobby system and 10 enthusiasm-inspiring hobbies. These new challenges provide ample rewards that can affect your Sims throughout their lives.

This chapter lays out the details behind each hobby, how a Sim s development in a hobby is tracked, and what rewards await Sims who dedicate their precious free time to these pursuits.

Hobby Catalog

Sims can build enthusiasm in 10 different hobbies. In this catalog you'll find the bonuses each hobby offers, discover the objects and interactions that build enthusiasm for the hobby, and get a peek inside the hobby s secret clubhouse.

Arts & Crafts

- Clubhouse: My Muse II-Art Studio
- Special Benefits (Level): None
- Related Skill: Creativity
- Related Interest(s): Culture, Fashion
- Hobby Mannerism(s): Frame World with Hands

Level	Title
1	Uninspired Underling
2–4	Finger Painter
5–7	Crafty Creator
8–9	Modern Artist
10	Creative Champion

NOTE

Some objects or interactions are available to all players and some only to those with a particular expansion pack. If no game is listed next to the item/interaction, it's available from the base game and, thus, available for everyone.

Objects and Interactions

- Camera (*The Sims™ 2 University*, Artist Career Reward)
- Draw on Activity Table (*The Sims™ 2 FreeTime*)
- Drafting Table (*The Sims™ 2 FreeTime*, Architecture Career Reward)
- Easel
- Pottery Wheel (*The Sims™ 2 FreeTime*)
- Sewing Machine (*The Sims™ 2 FreeTime*)
- Take picture self-interaction (*The Sims™ 2 Bon Voyage*)
- Flower Arranging bench (*The Sims™ 2 Open for Business*)
- Toy-making Bench (*The Sims™ 2 Open for Business*)
- View Painting
- View Sculptures

Clubhouse

My Muse II-Art Studio

Featured objects:

- Pottery wheel
- Sewing machine
- Drafting table
- Activity table
- Easel

Cuisine

- Clubhouse: Sue's (Secret) Kitchen
- Special Benefits (Level): Serve Chips Platter (3), Serve Cheese Platter (5), Serve Appetizer Platter (8)
- Related Skill: Cooking
- Related Interest(s): Food
- Hobby Mannerism(s): Rub Tummy

Level	Title
1	Uninspired Underling
2–4	Tasty Appetizer
5–7	Talented Palate
8–9	Delicious Dish
10	Master Chef

Objects and Interactions

- Bars
- Chocolate station (Culinary Career Reward)
- Cooking
- Eating at restaurants (*The Sims™ 2 Nightlife*)

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- Food judging table (*The Sims™ 2 FreeTime*)
- Food platter (*The Sims™ 2 FreeTime*)
- Juicer (*The Sims™ 2 Seasons*)
- Nectar bar (*The Sims™ 2 FreeTime*)
- Toasting set
- Watching Cooking channel on TV
- Write Restaurant Guide on computer (*The Sims™ 2 FreeTime*)

Clubhouse

Sue's (Secret) Kitchen

Featured objects:

- Kitchens
- Grills
- Food judging table
- Bar
- Nectar bar
- Chocolate making station

Film & Literature

- Clubhouse: Desirable Discourse
- Special Benefits (Level): Participate in Book Club (3)
- Related Skill: Charisma
- Related Interest(s): Entertainment, Culture
- Hobby Mannerism(s): Read While Walking

Level	Title
1	Uninspired Underling
2–4	Regular Reader
5–7	Book Club President
8–9	Movie Maven
10	Media Mogul

Objects and Interactions

- Read book from bookshelf (*The Sims™ 2 FreeTime*)
- Discuss books from bookshelves
- Reading in bed/hammock
- Read to sleep (*The Sims™ 2 FreeTime*)
- TV, watch movie (*The Sims™ 2 FreeTime*)
- View posters, stand-ups, etc. (*The Sims™ 2 FreeTime*)
- Write Novel on Computers (*The Sims™ 2* & *The Sims™ 2 FreeTime*)

Clubhouse

Desirable Discourse

Featured objects:

- Bookshelves
- TV & comfortable chairs (movie theater)
- Computers

Fitness

- Clubhouse: Platinum Gym
- Special Benefits (Level): Go Jogging (3), Make Protein Shakes (5)
- Related Skill: Body
- Related Interest(s): Health
- Hobby Mannerism(s): Stretch

Level	Title
1	Uninspired Underling
2–4	Work Out Buddy
5–7	Trim and Toned
8–9	Fit as a Fiddle
10	Leader of the Pec

Objects and Interactions

- Exercise Bike (*The Sims™ 2 FreeTime*) or other workout equipment
- Ice skating (*The Sims™ 2 Seasons*)
- Jogging (*The Sims™ 2 FreeTime*)
- Obstacle Course (Military Career Reward)
- Protein Shake (*The Sims™ 2 FreeTime*)
- Rollerblading (*The Sims™ 2 Seasons*)
- Swimming in pools
- Tai Chi (*The Sims™ 2 Bon Voyage*)
- Yoga self-interaction

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Clubhouse

Platinum Gym

Featured objects:

- Obstacle course
- Swimming pool
- Work out equipment

Games

- Clubhouse: Games of Glory
- Special Benefits (Level): None
- Related Skill: Logic
- Related Interest(s): Entertainment
- Hobby Mannerism(s): Wrist Stretch

Level	Title
1	Uninspired Underling
2–4	Casual Gamer
5–7	Weekend Warrior
8–9	Hand-Eye Coordinator
10	Gaming Guru

Objects and Interactions

- Arcade machines
- Bowling (*The Sims™ 2 Nightlife*)
- Chess table
- Dart board
- Don't Wake the Llama family board game (*The Sims™ 2 FreeTime*)
- Mahjong table (*The Sims™ 2 Bon Voyage*)
- Timle Tourneau (aka Marco Polo) (*The Sims™ 2 Seasons*)
- MYSHUNO! parlor game
- Old and new PC games
- Pinball machines
- Poker table (*The Sims™ 2 Nightlife*)
- Pool table (*The Sims™ 2 Nightlife*)
- Video games (console and handheld)

Clubhouse

Games of Glory

Featured objects:

- Computers (computer games)
- Game console
- Pool table
- Swimming pool
- Pinball games
- MYSHUNO!
- Chess
- Don't Wake the Llama

Music & Dance

- Clubhouse: My Muse-Music & Dance Studio
- Special Benefits (Level): None
- Related Skill: Creativity
- Related Interest(s): Entertainment
- Hobby Mannerism(s): Drum on Leg, Hum, Practice Ballet Moves, Whistle

Level	Title
1	Uninspired Underling
2–4	Foot Tapper
5–7	Rhythm Junkie
8–9	Groovemaster
10	One with the Beat

Objects and Interactions

- Ballet barre (*The Sims™ 2 FreeTime*)
- Bass guitar (*The Sims™ 2 University*)
- DJ booth (*The Sims™ 2 Nightlife*)
- Drums (*The Sims™ 2 University*)
- Freestyle self-interaction (*The Sims™ 2 University*)
- Guitars (*The Sims™ 2 University* & *The Sims™ 2 Seasons*)
- Hula dance (*The Sims™ 2 Bon Voyage*)
- Karaoke machine (*The Sims™ 2 Nightlife*)
- MP3 player (*The Sims™ 2 University*)
- Modular synth (*The Sims™ 2 FreeTime*)

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- Singing or learning the nursery rhyme (*The Sims™ 2 FreeTime*)
- Pianos
- Slap Dance (*The Sims™ 2 Bon Voyage*)
- Slow Dance (*The Sims™ 2 Nightlife*)
- Smustle (*The Sims™ 2 Nightlife*)
- Stereos
- Violin (*The Sims™ 2 FreeTime*)
- Watching other Sims dance

Clubhouse

My Muse-Music & Dance Studio

Featured objects:

- Stereos
- DJ booth (dance contest)
- Piano
- Violin
- Synthesizer
- Ballet barre

Nature

- Clubhouse: Peerless Park
- Special Benefits (Level): Go Hiking (3), Collect More Bugs (5), Collect Even More Bugs (8)
- Related Skill: Cleaning
- Related Interest(s): Animals, Environment, Weather
- Hobby Mannerism(s): None

Level	Title
1	Uninspired Underling
2–4	Leaf Picker
5–7	Hugger of Trees
8–9	Force of Nature
10	Elemental

Objects and Interactions

- Aquariums (*The Sims™ 2* and *The Sims™ 2 Pets*)
- Beach activities (*The Sims™ 2 Bon Voyage*)
- Bird watching (*The Sims™ 2 FreeTime*)
- Bug collecting (*The Sims™ 2 FreeTime*)
- Catch butterflies (*The Sims™ 2 Seasons*)
- Catch fireflies (*The Sims™ 2 Seasons*)
- Cow plant (*The Sims™ 2 University*, Natural Scientist Career Reward)
- Fishing (*The Sims™ 2 Seasons*)
- Gardening (*The Sims™ 2* & *The Sims™ 2 Seasons*)
- Hiking (*The Sims™ 2 FreeTime*)
- Hydroponic garden (Slacker Career Reward)
- Koi pond (*The Sims™ 2 FreeTime*, Oceanography Career Reward)
- Pet bird (*The Sims™ 2 Pets*)
- Tent (*The Sims™ 2 Bon Voyage*)

Clubhouse

Peerless Park

Featured objects:

- Koi pond
- Fishing pond
- Garden plants (for watering and tending)
- Hydroponic garden

Science

- Clubhouse: Aspirational Laboratories
- Special Benefits (Level): Search for Constellations (3), Search for Planets (5), Search for UFOs (8)
- Related Skill: Logic
- Related Interest(s): Sci-Fi
- Hobby Mannerism(s): Do Logic Puzzle

Level	Title
1	Uninspired Underling
2–4	Baby Biologist
5–7	Telescope Whisperer
8–9	Discoverer of Galaxies
10	Some Kind of Einstein

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Objects and Interactions

- Ant farm (*The Sims™ 2 FreeTime*)
- Biotech station (Science Career Reward)
- Stargaze
- Surgical dummy (Medicine Career Reward)
- Telescopes
- Weather control device (*The Sims™ 2 Seasons*)

Clubhouse

Aspirational Laboratories

Featured objects:

- Ant farm
- Telescopes
- Computers
- Surgical dummy
- Biotech station

Sports

- Clubhouse: Dreamy Fields
- Special Benefits (Level): None
- Related Skill: Body
- Related Interest(s): Sports
- Hobby Mannerism(s): Shadow Box, Practice Free Throws

Level	Title
1	Uninspired Underling
2–4	Backyard Athlete
5–7	Stadium Sitter
8–9	Season Ticket Holder
10	Number One Fan

Objects and Interactions

- Axe throwing (*The Sims™ 2 Bon Voyage*)
- Boxing bag (Athletic Career Reward)
- Log rolling (*The Sims™ 2 Bon Voyage*)
- Play catch (*The Sims™ 2 Seasons*)
- Putting green (Business Career Reward)
- Rollerblading/ice skating (*The Sims™ 2 Seasons*)
- Basketball hoop (*The Sims™ 2 FreeTime*)
- Soccer net (*The Sims™ 2 FreeTime*)
- Toss football (*The Sims™ 2 FreeTime*)
- Watching sports channel on TV

Clubhouse

Dreamy Fields

Featured objects:

- Soccer nets
- Putting green
- Basketball nets
- Boxing bag

Tinkering

- Clubhouse: Will's Garage
- Special Benefits (Level): None
- Related Skill: Mechanical
- Related Interest(s): Toys
- Hobby Mannerism(s): None

Level	Title
1	Uninspired Underling
2–4	Fixer Upper
5–7	Eager Engineer
8–9	Talented Tinkerer
10	Master of Machines

Objects and Interactions

- RC car
- RC classic cars (*The Sims™ 2* and *The Sims™ 2 FreeTime*)
- RC helicopter (*The Sims™ 2 FreeTime*)
- Repairing objects
- Restorable car (*The Sims™ 2 FreeTime*)

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- Robot bench (*The Sims™ 2 Open for Business*)
- Tinkering patch (*The Sims™ 2 FreeTime*)
- Train table (*The Sims™ 2 FreeTime*)

Clubhouse

Will's Garage

Featured objects:

- Train tables
- Computers
- RC toys
- Synthesizer

Hobby Enthusiasm

A Sim s passion for and dedication to a hobby is measured in enthusiasm. Basically, enthusiasm works a lot like skill-building. Your Sims amass enthusiasm points by doing certain interactions and using certain objects tied to that hobby. When they ve collected enough points, they rise one level in enthusiasm. Sims master a hobby when they reach level 10 enthusiasm in that hobby, though they ll need to keep indulging in it to maintain high enthusiasm.

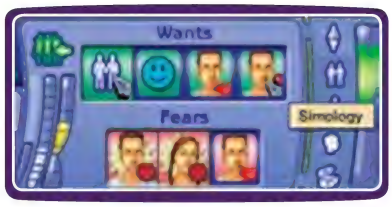
A Sim's enthusiasm for a specific hobby is exhibited and rewarded in several ways:

- Hobby benefits unlock at certain enthusiasm levels.
- A Sim can gain a plaque object to decorate his or her home.
- Sims can subscribe to magazines dedicated to their hobby.
- Sims exhibit behaviors that identify them as aficionados of certain hobbies.
- Sims can get hobby-related chance cards when they go to work or school.
- Sims gain membership in a hobby's secret club and access to the club's hidden headquarters.
- Some new socials are available only when your Sim or the target Sim is above or below certain enthusiasm levels.
- Sims' autonomous choices of which objects or socials to use are influenced by their enthusiasm levels.

We ll discuss each of these manifestations in turn.

Viewing Enthusiasm

Sims enthusiasm levels can be viewed in the new Hobby Enthusiasm panel, located in each Sim s Simology panel.



To see a Sim's hobby enthusiasm levels, click on the Simology panel...

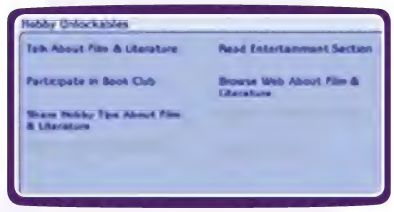
...then click on the new Hobby Enthusiasm button...

...and here you can see the Sim's enthusiasm level in each of the 10 hobbies.

Just as with skills, enthusiasm for each hobby is tracked with a series of 10 ovals that fill from left to right as a Sim passes each level. Pointing at each indicator reveals more information about the hobby.

Point at an enthusiasm level indicator to view many details of that hobby.

This panel shows the Sim's Hobby Title...



...the available unlockables (unlocked bonuses are in dark blue and bonuses to come are grayed out)...

...if the Sim is a member of the hobby's club...

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...and icons representing the kinds of activities that build enthusiasm for that hobby.

Building Enthusiasm

Enthusiasm is, as described above, built by using certain objects and doing certain interactions that are tied to a hobby. The specific objects and interactions for each hobby are listed in the hobby catalogs above, but there are several general categories you should know.

General Objects

Many objects, old and new, have gained the ability to build enthusiasm. Old objects may now grant enthusiasm points for existing interactions (for example, working out on a weight bench gives Fitness enthusiasm points) or with a new interaction (many repairable objects have a new Tinker interaction that builds Tinkering enthusiasm). There are also several new objects that contain one or more enthusiasm-building interactions.

The hobby catalog in this chapter and the object directory in the New Objects chapter will provide the full details.

Social Interactions

A new social interaction can build even greater enthusiasm for whichever hobbies the interacting Sims have sufficient enthusiasm. Enthusiasm can be built by doing:

- Instruct In: This interaction enables a highly enthusiastic Sim to directly build the enthusiasm of one or more Sims with lower enthusiasm. For details on the Instruct In interaction, see "Hobby Bonuses," below, and "Sim-to-Sim Interactions" in the New Socials chapter.

One interaction that you might think builds enthusiasm actually doesn t. Talk About is purely a relationship building/ Social-satisfying Talk interaction that happens to be about a hobby for which your Sim has enthusiasm. No enthusiasm is built by the interaction, but the Relationship and Social benefits are higher if *both* Sims share a high enthusiasm for the hobby.

NOTE

For details on the Share Hobby Tips interaction, see "Enthusiasm Building Speed" and "Hobby Bonuses," as well as "Sim-to-Sim Interactions" in the New Socials chapter.

NOTE

For details on the Talk About Hobbies interaction, see "Hobby Bonuses," later in this chapter, and "Sim-to-Sim Interactions" in the New Socials chapter.

Special Enthusiasm-Building Objects

Some objects offer special enthusiasm-building interactions:

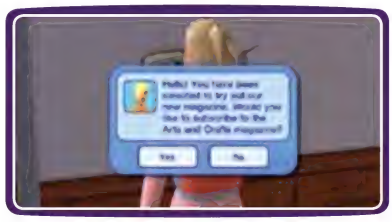
- Newspaper: Reading a section related to a hobby (available after the Sim has reached level 2 in the hobby)
- Computer: Browsing the web and blogging about a hobby (available after the Sim has reached levels 4 and 7, respectively)

NOTE

For details on the Read Newspaper Section, Browsing the Web, and Blogging about a Hobby, see "Hobby Bonuses" later in this chapter, and the "Newspaper Interactions" and "Computer Interactions" sections in the New Objects chapter.

Hobby Magazines

Sims can build their enthusiasm for a hobby by subscribing to the hobby s enthusiast magazine. Subscriptions are initiated by picking up any household telephone (or cell phone) and using the Subscribe to Magazine interaction. Any hobby for which the Sim has at least level 3 will appear in the Subscribe to Magazine menu.



Once a Sim reaches level 3 in a hobby, he or she gets a phone call offering a subscription to the hobby's magazine. There's no obligation to subscribe at this time; it serves as a reminder that the option is available and explains how to get the subscription later.

Hobby magazine subscriptions don t cost any money.

Hobby magazines arrive alongside the newspaper.

Each hobby magazine arrives (via the Newsie) on a certain day of the week:

- Sunday: Film & Literature
- Monday: Music & Dance
- Tuesday: Arts & Crafts, Tinkering, Nature
- Wednesday: Science
- Thursday: Sports, Fitness
- Friday: Cuisine
- Saturday: Games

NOTE

It's important to remember that hobby magazines are different from traditional Interest-oriented magazines. Hobby magazines are only available by subscription, can't be bought from magazine stands, and build hobby enthusiasm. The Interest-oriented magazines are available only from Community Lot magazine stands and serve only to add to a Sim's Interest in a subject. For more information on Interest-oriented magazines, see *The Sims™ 2: Prima Official Game Guide.*

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Influence to Read Hobby Magazines

Sure magazines can be kept around to enhance the enthusiasm of other Sims in the same household, but they can also benefit non-household Sims (Townies and visiting Sims from other playable lots.)

Thanks to the new Influence...to Read Hobby Magazine interaction, a playable Sim's Influence points (500) can be spent to compel a non-playable Sim to read a particular hobby magazine. Thus, it is possible to intentionally build the enthusiasm of one of your Sims from another household even when no time is passing on that Sim's home lot.

An example: Jim Salmon (a Sim in the house you're currently playing) has level 4 enthusiasm in Arts & Crafts. Kara Trout (a Sim from another house in the neighborhood) is on Jim's lot as a non-playable visitor. She has level 1 enthusiasm in Arts & Crafts but needs only a few more points to achieve level 2. If Jim influences Kara to read his Arts & Crafts magazine and she amasses enough points to level up, the next time you load Kara's lot, you'll find she's gained a level. This happens despite no time actually passing on Kara's lot since you last played it.

If you aren't familiar with the mechanics of Influence, you can read all about it in *The Sims™ 2 University: Prima Official Game Guide.*

Unlike Interest-based magazines (which exist forever) and newspapers (which turn to trash over time), hobby magazines have a limited amount of use, after which they become unreadable garbage. Until then, however, a magazine can be read by any Sim in the household, not just the Sim who subscribed to it. Any Sim who reads it will gain enthusiasm for the magazine s subject hobby.

NOTE

Magazine subscriptions can be cancelled by using any home telephone's Unsubscribe from Magazine... interaction. Any Sim in the household can cancel any magazine the household receives, even if he or she didn't originally subscribe to it and doesn't have any enthusiasm for that hobby.

Absorption

When a Sim is in a room with a Sim who s building enthusiasm (such as reading a book to build Film & Literature enthusiasm), the nearby Sim passively gains a small amount of enthusiasm for the same hobby. As you might expect, however, a Sim can t climb the enthusiasm ladder too far on passive absorption alone; once a Sim reaches level 5, passive absorption has no effect.

NOTE

Passive absorption simulates the effect of growing up or spendin time around people who are passionate about a hobby. Without even really thinkin about it, the witness to all this activity develops a kind of cushion or kindling fo their enthusiasm. Once they try their hand at it, they suddenly find they know more about the hobby than they realized.

Furthermore, while Sim gain enthusiasm, they can r enthusiasm level based *sole* absorption. To actually grac level, the Sim *must* persona some activity that builds en the hobby. Functionally, this once a Sim gets 80 percent needed for the next level, n more can be passively gain actually illuminate the next their enthusiasm meter, the must directly indulge in the long enough to earn the las percent. For example, a chi a house full of Sims with Sp enthusiasm will gain almost the points needed for level ever doing any Sports hobb ties, but won t actually attai first time, however, the child shoots hoops on a basketball court, she ll quickly graduate to level 1 in Sports enthusiasm.

The rate at which a Sim can passively gain enthusiasm from the activities of nearby Sim depends on the passive Sim s Lifetime Relationship to the other Sim. The higher the Relationship score, the faster the passive Sim will absorb enthusiasm. Likewise, the age of the passively absorbing Sims also affects how quickly they gain enthusiasm; children gain much faster from passive absorption than adults.

NOTE

Passively earning points in a hobby won't cause Sims to discover that it's their predestined hobby (see "Predestined Hobby" later in this chapter). This may only be discovered by actively participating in a hobby.

Chance Cards

Once Sims begin to build enthusiasm for a hobby, they ll occasionally receive

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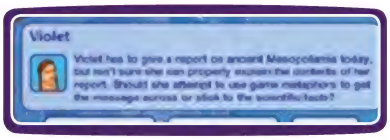


Hobby chance cards can boost (or cool) a Sim's enthusiasm for a hobby or provide some other opportunity. Before a Sim gets a hobby chance card, however, he or she must have some enthusiasm for the hobby already.

Hobby Dreams

When Sims reach level 3 in enthusiasm, they re so consumed with their hobbies that they may dream about them.

You'll know a Sim is having a hobby dream because the dream thought bubbles reflect hobby-related activities and include a enthusiasm gain icon.

Hobby dreams are more than just a visual effect. Sims actually gain hobby enthusiasm by dreaming about their hobby. It s not a lot, but it does stave off a bit of decay.

NOTE

Hobby dreams also cause a boost in Energy, Comfort, and Fun. Thus, a Sim who dreams about a hobby requires less sleep, can afford to have a less comfortable bed, and wakes up with more satisfied Fun.

Enthusiasm Gain Rate

The speed with which a Sim accumulates hobby enthusiasm depends primarily on the Sim s current enthusiasm level. This speed can, however, be altered by several different forces and interactions:

- Skills
- Interests
- Predestined Hobbies

Skill and Interests

A Sim s level in certain Interests and skills will increase the rate of hobby enthusiasm gain.

The higher a Sim s level in a skill or Interest, the larger the effect on enthusiasm gain.

Enthusiasm Rate Gain by Skill Level

Skill Level	Enthusiasm Gain Rate
0–4	no change
5–7	+25% increase
8–10	+50% increase

Enthusiasm Rate Gain by Interest Level

Interest Level	Enthusiasm Gain Rate
0–4	no change
5–7	20% increase
8–10	33% increase

Each hobby has one corresponding skill and at least one Interest.

Hobbies and Their Corresponding Skills and Interests

Hobby	Skill	Interests
Arts & Crafts	Creativity	Culture, Fashion
Cuisine	Cooking	Food
Film & Literature	Charisma	Entertainment, Culture
Fitness	Body	Health
Games	Logic	Entertainment
Music & Dance	Creativity	Entertainment, Culture
Nature	Cleaning	Environment, Weather, Animals
Science	Logic	Sci-Fi
Sports	Body	Sports
Tinkering	Mechanical	Toys

NOTE

Hobby enthusiasm and Interest levels feed each other. High Interest level increases a Sim's enthusiasm gain rate while, simultaneously, building enthusiasm increases the Sim's level in the corresponding Interest. Only Interests are affected in this way.

Predestined Hobby

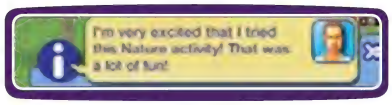
Every Sim is born with an innate talent for one of the 10 hobbies. Whenever building enthusiasm for a predestined hobby, a Sim gains faster than for other hobbies.

Each Sim s predestined hobby is chosen at birth (or the first time you play after installing *The Sims 2 FreeTime*) based on a combination of personality and Interests. Personality points and Interest level will make certain hobbies more likely than others as a Sim s predestined hobby.

Predestined Hobby Influence by Personality

Hobby	Personality
Arts & Crafts	Sloppy, Nice
Cuisine	Neat, Lazy
Film & Literature	Shy, Lazy
Fitness	Outgoing, Active
Games	Playful, Grouchy
Music & Dance	Outgoing, Serious
Nature	Sloppy, Playful
Science	Neat, Serious
Sports	Active, Grouchy
Tinkering	Shy, Nice

There is, however, no way to know a Sim s predestined hobby until he or she discovers it. Fortunately, this moment is highlighted in two ways:



The first time a Sim gains points in his predestined hobby, your Sim tells you how glad he is that he tried this neat hobby. Only a Sim's predestined hobby will trigger this message and you'll only get it the first time he tries the hobby.

Once a Sim has discovered his predestined hobby, the point indicators in the hobby's meter are outlined in silver.

When building enthusiasm for their predestined hobby, Sims gain a 50% speed boost.

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NOTE

Sims can only discover their predestined hobby by actively building enthusiasm for it. Passively gaining points from a nearby Sim (see above) won't trigger the discovery.

Hobby Enthusiasm Decay

Any time Sims spend not building enthusiasm for a hobby, their enthusiasm for it slowly decays. The higher a Sim s enthusiasm for a hobby, the faster it ll decay. Thus, staying at a hobby s highest levels requires regular indulgence.

NOTE

Unlike, for example, Aspiration score, enthusiasm decay isn't immediately obvious. Though your Sims constantly lose enthusiasm every hour they're away from their hobby, there's a delay before they actually lose a point of enthusiasm in the Hobby Enthusiasm panel. If a Sim loses enough points to drop from, for example, level 6 to level 5 at 10 a.m., the enthusiasm meter won't reflect it until 4 p.m. This gives the Sim a window of opportunity to earn enough points to prevent the loss of a level and any bonuses it imparts. If, however, no more points are added before the six-hour delay passes, the Sim loses both the level and any benefits that came with it.

Enthusiasm Decay Rates by Enthusiasm Level

Enthusiasm Level	Decay Rate (per hour)
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	2
9	2
10	5

NOTE

Hobby enthusiasm does not decay on non-home lots. This includes Community Lots (unowned), vacation lots at which your Sim isn't checked in, or any secret lots. Generally, enthusiasm can't be *gained* on these kinds of lots, either, with one big exception: secret *hobby* lots. On these lots (accessible once your Sim gains membership in the hobby's club) your Sims can still *gain* enthusiasm by using the lot's objects. This is one of the big benefits of visiting these secret locales.

For more on secret hobby lots, see "Secret Hobby Lots" later in this chapter.

Hobby Bonuses

Every hobby unlocks at least seven new interactions that help your Sim build the specific hobby or help others to develop it.

NOTE

All hobbies impart bonuses at levels 1, 2, 4, 6, 7, 9, and 10, but some unlock additional interactions at levels 3, 5, and/or 8. In the table below, any Sim-to-Sim interactions are highlighted in *green*, any object-based interactions (such as new interactions accessible from a telescope) are highlighted in *red*, and any self-interactions (accessible when you click on the active Sim) are highlighted in *blue*.

Bonuses by Hobby Enthusiasm Level

Level	Cuisine	Film & Literature	Games	Tinkering	Science	Arts & Crafts	Sports	Nature	Fitness	Music & Dance
1	Talk About	Talk About	Talk About	Talk About	Talk About	Talk About	Talk About	Talk About	Talk About	Talk About
2	Read newspaper section	Read newspaper section	Read newspaper section	Read newspaper section	Read newspaper section	Read newspaper section	Read newspaper section	Read newspaper section	Read newspaper section	Read newspaper section
3	Serve Chips Platter	Participate in Book Club	—	—	Search for Constellations	—	—	Go Hiking	Go Jogging	—
4	Browse Web	Browse Web	Browse Web	Browse Web	Browse Web	Browse Web	Browse Web	Browse Web	Browse Web	Browse Web
5	Serve Cheese Platter	—	—	—	Search for Planets	—	—	Collect More Bugs	Make Protein Shakes	—
6	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips	Share Hobby Tips
7	Blog About	Blog About	Blog About	Blog About	Blog About	Blog About	Blog About	Blog About	Blog About	Blog About
8	Serve Appetizer Platter	—	—	—	Search for UFOs	—	—	Collect Even More Bugs	—	—
9	Instruct in	Instruct in	Instruct in	Instruct in	Instruct in	Instruct in	Instruct in	Instruct in	Instruct in	Instruct in
10	Be in the Zone	Be in the Zone	Be in the Zone	Be in the Zone	Be in the Zone	Be in the Zone	Be in the Zone	Be in the Zone	Be in the Zone	Be in the Zone

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Standard Hobby Bonuses

All hobbies empower their enthusiasts to have seven new interactions and abilities that affect the specific hobby for which they were unlocked. These bonuses unlock at the same enthusiasm levels for each hobby.

Talk About Hobby... (Level 1)

When Sims reach the first enthusiasm level in a hobby, they acquire a new Talk About Hobby… interaction specific to the unlocking hobby. For example, if a Sim reaches level 1 in Nature, he or she gains the Talk About Hobby Nature interaction. If he or she then also reaches level 1 in Science, the Science selection is added to the Talk About Hobby submenu.

The Talk About Hobby… interaction is found under the Talk… social interaction menu.

In the Talk About Hobby… submenu, you find all hobbies for which your Sim has reached level 1 and can, therefore, talk about.

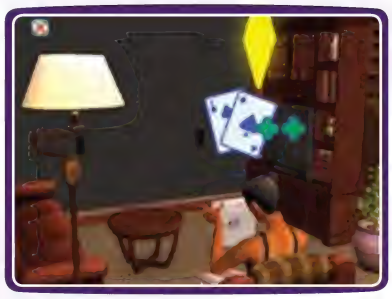
This interaction doesn t build enthusiasm for either Sim, but will (like most socials) increase Relationship scores and feed the Social need. If the target Sim has a enthusiasm of 7 or higher in the discussed hobby, he or she will always accept, and both Sims will receive even greater Relationship and Social increases.

NOTE

For details on the Talk About Hobby interaction, see "Talk Interactions" in the New Socials chapter.

Read Newspaper Section (Level 2)

Once Sims reach the second enthusiasm level in a hobby, they gain the Read Section interaction on any readable newspaper. Turns out the paper in your Sims neighborhoods feature sections dedicated to each of the 10 hobbies, but your Sims can only read them once they achieve level 2 in the subject hobby. Let s say your Sim has level 2 enthusiasm in Nature, level 1 in Games, and level 7 in Sports. Whenever that Sim interacts with the newspaper and uses the Read Section interaction, she can read the Home and Garden (Nature) and Sports sections, but not the Fun and Games (Games) section.



Spend a few minutes a day reading the paper and a Sim gets even more into her hobby.

Newspaper Sections and Hobbies

Section	Hobby
Arts	Arts & Crafts
Food and Dining	Cuisine
Entertainment	Film & Literature
Health	Fitness
Fun and Games	Games
Music and Culture	Music & Dance
Home and Garden	Nature
Science	Science
Sports	Sports
Technology	Tinkering

NOTE

For details on the Read Section, see "Newspaper Interactions" in the New Objects chapter.

Browse Web (Level 4)

After Sims have spent some time dedicated to a hobby, they learn another way to read about their new favorite pastime. Using the same old trusted home computer and its new Browse the Web for interaction, Sims can browse for websites, newsgroups, and other online communities of like-minded hobbyists. As with the newspaper-based Read Section interaction, Browse the Web for only reveals hobbies for which the Sim has at least Level 4 enthusiasm.

Park your Sim's butt at the computer for a spell and let the Internet's wealth of hobby chatter wash over him.

Like reading the newspaper, the longer a Sim spends surfing the Web about his hobby, the more enthusiasm he earns.

NOTE

For details on the Browse Web interaction, see "Computer Interactions" in the New Objects chapter.

Share Hobby Tips (Level 6)

When Sims are gathering steam in a hobby, they can t keep all that knowledge to themselves. In fact, when a Sim s over level 6 in hobby and sees another Sim doing an activity in that hobby, the Sim can use the new Share Hobby Tips interaction to build Relationship and satisfy Social. The Sim doing the activity gets Social and Relationship boosts plus Fun.

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"Ah, I remember when I was a level 4 in Arts & Crafts." Nothing starts a conversation like seeing someone working on the same hobby, so let your Sims help fellow hobbyists with the Share Hobby Tips interaction.

Unlike Instruct in a Hobby (see below), there is no requirement that your Sim have a higher enthusiasm level than the recipient of this interaction.

NOTE

For details on the Share Hobby Tips interaction, see "Top Menu Interactions" in the New Socials chapter.

Blog About (Level 7)

Emboldened by their growing passion for their hobby, Sims progress from just *reading* the thoughts of others via their computer, to posting their own ruminations for all to see. This is thanks to the new computer-based Blog About interaction. Similar to Read Section and Browse Web , Sims may choose to blog only about hobbies for which they have at least level 7 enthusiasm.

"Today. Had a cheeseburger with a cat. Cat couldn't spell properly, but made it very clear that he wanted the cheeseburger. I was laughing out loud." Blogging Sims gain enthusiasm and satisfy Fun.

The longer Sims spend blogging, the more enthusiasm they gain. Plus, they feed their Fun need.

Instruct in (Level 9)

Sims nearing the maximum enthusiasm in a hobby can share their expertise with one Sim or several at once or can be asked for help by a Sim with lower enthusiasm in the subject hobby thanks to the Instruct in interaction. Unlike the Share Hobby Tips interaction, this interaction sets several requirements and limits on participants enthusiasm levels.

NOTE

The exception to this rule is the hobby club leaders. These Sims can be solicited to Instruct your Sim in a hobby even if your Sim is level 7 or higher. Leaders have this special power only while they serve as the club's figurehead; if you get one to marry/join your Sims, he or she can only instruct level 6 or lower Sims.

To Instruct in a hobby, a Sim must be level 9 or higher because the ability is unlocked at that point. That much is obvious. The *pupils*, however, must also meet enthusiasm level requirements. This interaction is available only when the less enthusiastic Sim has:

- Spent at least a little bit of time doing an action that feeds the subject hobby. They don't need to have gained a full point in the Hobby Enthusiasm panel, they just need to have earned some points toward this initial level. Such progress is invisible to you until that first level is achieved, so if you don't see the interaction when you expect it, send the intended pupil to interact with an object for the appropriate hobby and then try the interaction again.
- No more than level 6 in the hobby. Sims with level 7 or higher in a hobby can't either receive the Instruct in interaction for that hobby nor can they ask to be instructed in it.

Sims receiving instruction in a hobby gain enthusiasm at the same rate they would using an object for that hobby. The teacher gains enthusiasm at a slightly lower rate.

NOTE

For details on the Instruct in... interaction, see "Talk Interactions" in the New Socials chapter.

Be in the Zone (Level 10)

When Sim have mastered a hobby, they enter a state known as The Zone. Once Sims are capable of entering the zone, activities related to their hobby can be done longer with more overwhelming effect (at least in the Sim s own mind). There are actually two different manifestations of the zone.

First, when a Sim indulges in activities that feed a hobby he or she has mastered (level 10), all their Needs noticeably slow, allowing them to paint, craft, read, or whatever for far longer. You ll know when this happens by the distinctive shimmery glow that surrounds Sims in the zone.

Is he in the zone? The distinctive glow is your answer.

Secondly, when a level 10 Sim uses certain objects (related to one of the Sim s level 10 hobbies, of course), you can share the heady feeling of being in the zone thanks to some special visual and audio effects. These imaginary (to the Sim) effects are only experienced in the Sim s own mind, so can be seen/heard only when the Sim is selected. You ll receive this rare peek into a Sim s inner life when a Sim uses one of these objects with level 10 in the object s corresponding hobby:

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Sims in the zone can visualize themselves doing great things.

- Ballet barre: Sims hear ballet music, cheering, and applause, and they bathe in the glow of an imaginary spotlight.
- Basketball hoop/soccer net: Sims hear crowd reaction whenever they hit or miss a shot.
- Pianos/violin/guitar/bass/drums: Sims hear cheering and applause, and they bathe in the glow of an imaginary spotlight. When playing piano and violin, they'll change into their designated formal wear before playing.
- Reading novels: While reading novels from bookshelves, Sims hear sound effects related to the book's genre. For example, when reading a romance novel, orchestral music will swell.
- Restorable car: Sims hear race car sounds.
- Train table: Sims hear the sound of real trains.

Special Hobby Rewards

In addition to the basic enthusiasm-based benefits, five of the 10 hobbies offer one or more bonus benefits at levels 3, 5, and 8.

Cuisine

The Cuisine hobby cooks up three additional bonuses when a Sim achieves enthusiasm levels 3, 5, and 8. Each bonus enables your Sims make increasingly complex platters. These platters take no time to prepare, making them very efficient Hunger satisfying tools.

Serve Chips Platter (Level 3)

Sims learn to make a basic platter.

Serve Cheese Platter (Level 5)

More advanced Sims learn to make a more elaborate platter.

Serve Appetizer Platter (Level 8)

Sims with very high Cuisine enthusiasm learn to make the most elaborate platter.

Film & Literature

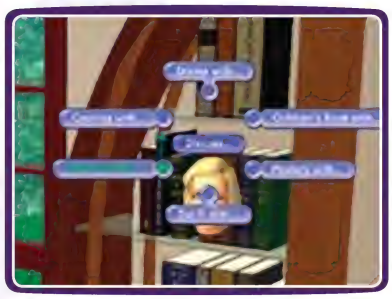
The Film & Literature hobby offers one extra bonus when a Sim reaches level 3 enthusiasm.

Discuss Books (Level 3)

Film & Literature hobbyists with enthusiasm of 3 or higher gain a new interaction from any bookshelf. The Discuss interaction enables a Sim to discuss any genre of books with any other Sim on the lot. Only the Sim initiating the discussion needs to have *any* enthusiasm points in Film & Literature, but all Sims who participate build enthusiasm.

NOTE

Even if one Sim has higher Film & Literature enthusiasm than the rest of discussion group, all Sims gain enthusiasm at their normal rates.



The Discuss... interaction lets a Sim with level 3 or more in Film & Literature enthusiasm discuss books with several Sims at once.

NOTE

For details on the Discuss... interaction, see "Bookshelf Interactions" in the New Objects chapter.

Fitness

The Fitness hobby offers two special bonuses at levels 3 and 5.

Go Jogging (Level 3)

Sims with level 3 or higher in Fitness can use the new Go Jogging self-interaction to get a bit of exercise and Body skill and build their Fitness enthusiasm. Sims can jog alone or invite other Sims to join them. Only Sims present on the lot can be invited along for a jog.

Going for a jog is great exercise and builds Fitness enthusiasm.

NOTE

Dogs and cats (but not puppies and kittens) can also be invited on a jog.

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NOTE

For details on the Go Jogging interaction, see "Self-Interactions" in the New Socials chapter.

Protein Shake Snack (Level 5)

Once Sims reach level 5 in Fitness, they get a new kind of snack from home refrigerators. The protein shake works just like other snacks (though it provides distinct Hunger and other effects) except for one neat bonus: for two hours after drinking it, the Sim can build Body skill up to 15 percent faster than the normal rate. Once the effect wears off, the skill gain rate returns to normal.

Drinking a protein shake also builds a small amount of Fitness enthusiasm.

To grab a protein shake, go to any home refrigerator and select the Have a Snack... menu.

If the Sim has at least level 3 Fitness enthusiasm, she'll see the Protein Shake option among the snack selections.

NOTE

For details on the protein shake snack, see "Refrigerator Interactions" in the New Objects chapter.

Nature

The Nature Hobby offers up extra bonuses at levels 3, 5, and 8.

Go Hiking

Sims with level 3 or higher in Nature can use the new Go Hiking self-interaction to get a bit of exercise and Body skill as well as build their Nature enthusiasm. Sims can hike alone or invite other Sims to join them. Only Sims present on the lot can be invited on a hike.

NOTE

Dogs and cats (but not puppies and kittens) can also be invited on a hike.

Nature hobbyists love to take a relaxing hike in the woods. But sometimes, the woods don't love them back.

NOTE

For details on the Go Hiking interaction, see "Self-Interactions" in the New Socials chapter.

Functionally, going hiking is identical to going jogging. What differs, however, is what can happen while your Sims are on a hike. In addition to any Need, skill, and enthusiasm benefits, your Sim and any that go along for the hike may:

NOTE

All these events are reported when your Sim returns and, unless noted, all events affect all members of the hike.

- Meet a Sim and gain an extra Relationship boost. The met Sim *does not* accompany the hiking party when your hiking party return to the lot.
- Find a new type of bug (see "Bug Hunting").
- Find an object. This only affects the leader of the hike.
- Contract poison ivy. Poison ivy is a pesky but quickly healing condition, an itchy inconvenience that lasts a short time and depletes both Comfort and Hygiene. For more information on poison ivy, see *The Sims™ 2 Bon Voyage: Prima Official Game Guide*.
- Anger a hive of bees. Bees are tenacious pursuers, following your Sims from their hike and stinging them after they return. This consequence depletes each hiking Sim's Comfort and Fun. For more information on bees, see *The Sims™ 2 Bon Voyage: Prima Official Game Guide*.

Collect More Bugs (Level 5)

All Sim can hunt for bugs, collect 10 different beetles, and display them in the bug box object. What they can t do, however, is find all bugs on the second panel (butterflies) or any of the bugs (spiders) on the third panel. Only more dedicated Nature hobby Sims are enthusiastic enough to unearth these elusive specimens. Sims who ve spent enough time to reach level 5 enthusiasm gain the ability to collect any of the butterflies and some of the spiders that can be displayed on the second and third panel of the bug box object.

All the butterflies and some of the spiders can be found after a Sim advances beyond Nature level 5.

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NOTE

For details on the bug collecting and the bug box object, see "Bug Collecting" in the New Socials chapter and "Non-Catalog Objects" in the New Objects chapter, respectively.

Collect Even More Bugs (Level 8)

To find the most fascinating and rare specimens for the bug box object, a Sim must be dedicated enough to reach level 8 enthusiasm in Nature. Once at this lofty threshold, the Sim can find all bugs, including all of the spiders that populate the bug box s third panel.

Only Sims with level 8 or higher Nature enthusiasm can completely fill their bug box.

Science

The Science hobby vastly expands the activities available from the telescope object, even providing a means of earning income from staring through a small hole. These three extra bonuses are granted at levels 3, 5, and 8.

Search for Constellations (Level 3)

Sims who ve indulged enough in Science hobby pursuits to reach level 3 gain a new interaction on either of the telescope objects: Search for Constellations. The constellations a Sim can see appear as thought bubbles.

NOTE

For details on the Search for Constellations, Search for Planets, and Watch for UFOs interactions, see "Telescope Interactions" in the New Objects chapter.

NOTE

When using the Search for Constellations and Search for Planets interactions, your Sim have a reduced chance of being abducted by aliens.

Search for Planets (Level 5)

When Science hobby Sims amass enough enthusiasm to reach level 5, they can use a telescope to Search for Planets. This new interaction gives a Sim new celestial bodies to spot (as shown in their thought bubbles) and an opportunity to earn a bit of cash.

While looking for planets, there s a small chance your Sim may find one no one s ever seen before. This bit of good luck is rewarded with a 500 prize from the SimCity Astronomy Club and an extra Science enthusiasm boost (up to 10 points, depending on their current enthusiasm level). When doing this interaction in the future, your Sim s discovery may appear as one of the planets in the thought bubbles.

Lucky Sims may find these undiscovered planets.

Search for UFOs (Level 8)

As the elite levels of Science hobby enthusiasm near, a Sim gains the ability to actively search out aliens. When using this interaction, Sims have a heightened chance of being abducted by aliens and a significantly reduced chance of returning pregnant.

When Sims return from this kind of abduction, you ll see changes in their Interest in Sci-Fi and a major boost in their Science hobby enthusiasm.

Other Hobby Benefits

There are several other benefits to having hobby enthusiasm, some of which serve to make achieving and maintaining high enthusiasm easier. Others have non-hobby benefits.

Hobby Clubs and Secret Lots

Every hobby has a club dedicated to it. With enough enthusiasm, your Sims can be invited to be members with full access to the club s swank secret clubhouse with an array of enthusiasm-fueling objects and lots of highly enthusiastic fellow Sims to learn from.

When a Sim is truly on his way in a hobby, he'll get a visit from the hobby's club leader and an invitation to join.

When Sims reach level 2 in a hobby, they ll receive a notice that they re well on their way to being offered membership. The actual offer of club membership, however, won t come until the Sim reaches level 5. At this point, the club s representative visits the Sims lot to announce their induction. From this moment, several things will happen:

This symbol means a Sim has gained hobby club membership. They get to keep this card and the privileges it represents even if their enthusiasm later drops below level 5.

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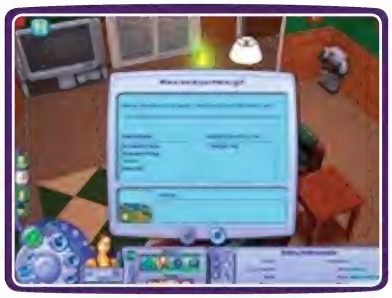
- Membership card: Every hobby for which a Sim has been granted club membership displays a membership card icon to the right of the enthusiasm meter. This card (and the membership it represents) stays with the Sim even if enthusiasm for the hobby drops below 5.
- Hobby panel: The Hobby panel that pops up when you point to a hobby's enthusiasm meter changes to show membership in the club.
- Secret lot access: Once the Sim has a membership card, he or she can travel to the club's secret lot.



A secret hobby lot shows as a destination only if a Sim with a membership card initiates the trip. This is so even if the group taking the trip *includes* but is not initiated by a club member.

Once a Sim is a club member, he or she can walk, drive, take a cab, etc. to the secret clubhouse. When a club member initiates a trip, a neighborhood called Hobbies shows in the Neighborhoods selection (the left panel). The right panel (Community Lots) lists all hobby clubhouses to which the Sim has access.

NOTE

Sims can bring along non-members to a secret clubhouse as long as the member initiates the trip. The guests gain access to all the clubhouse's objects and high-enthusiasm members, allowing them to amass considerable enthusiasm with no time elapsing on their home lot. If a guest Sim gains enough enthusiasm while visiting a secret hobby clubhouse, she'll be offered membership on the spot.

Sims can also gain club membership before they reach level 5 if they correctly guess on certain hobby chance cards while at work or school.

NOTE

If non-playable Sim accompanying your playable Sim(s) reaches level 5 while away from his home lot (such as on a owned Community Lot, while staying at a vacation hotel, etc.), he'll get the club membership visit when he next returns home.

In addition to the profusion of hobby enthusiasm opportunities, clubhouses offer an even more powerful benefit: "free" enthusiasm (and skill and relationship, etc.) building time. While on a hobby secret lot, Sims can build enthusiasm (and skills, badges, etc.) for as long as their Needs allow. When they return home, however, no time will have elapsed since they left. In effect, the Sim will have massively gained enthusiasm without consuming a moment of his life-span.

NOTE

For details on the secret hobby clubhouses, see "Hobby Catalog" earlier in this chapter. For more info on the club leader NPCs, see "Iconic Hobbyists" in the New NPCs chapter.

Hobby Plaque

When a Sim reaches level 10, the apex of hobby enthusiasm, the hobby s club leader visits and presents the Sim with a commemorative plaque. This badge of honor can be hung on a wall or placed on most surfaces. Viewing it satisfies Fun just like other decorative objects.

Hobby plaques tell the world what Sims do with their free time.

NOTE

Achieving level 10 in a hobby also impacts your Sim's Lifetime Aspiration score. The first time a Sim reaches level 10 in a hobby, 900 points are added to his or her Lifetime Aspiration score. This can only happen once; reaching level 10 in other hobbies won't produce a second Lifetime Aspiration bonus.

Hobby Preoccupation

As Sims become more enthusiastic about their hobbies, they ll begin to exhibit several hobby-inspired autonomous behaviors. The higher a Sim s enthusiasm, the more appealingly these special interactions become among all the other interactions competing for the Sim s autonomous choice. In fact, with each enthusiasm level, these actions gain five percent boosts in their advertisements to Sims acting autonomously.

Boost to Hobby Preoccupation Activities by Enthusiasm Level

Enthusiasm Level	Boost to Hobby Related Activities
< 1	0%
1	0%
2	0%
3	5%
4	10%
5	15%
6	20%
7	25%
8	30%
9	35%
10	35%

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NOTE

These enthusiasm-based changes to the advertising of preoccupation interactions also affect more substantive hobby interactions. All of these activities become more attractive to a Sim the higher his or her enthusiasm:

- Do all related hobby stuff
- Browse the web
- Blog
- Talk about a hobby
- Read hobby-related magazines
- Read newspaper sections

For example, reading a Cuisine hobby magazine is 20 percent more attractive to a Sim with level 9 Cuisine enthusiasm than it is to a level 5 Sim.

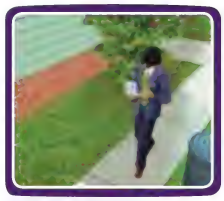
Though these interactions don t have any effect on a Sim s enthusiasm, Needs, or anything else, they do help you see a hobby s effect on your Sims and identify other Sims who re into the same hobby.

Preoccupation Activities by Hobby

Hobby	Preoccupation Activities
Arts & Crafts	Frame World
Cuisine	Rub Tummy
Film & Literature	Read While Walking
Fitness	Stretch
Games	Wrist Stretches
Music & Dance	Drum on Legs
Music & Dance	Hum
Music & Dance	Whistle
Music & Dance	Practice Ballet Poses
Science	Logic Puzzle
Sports	Box Air
Sports	Practice Freethrow

Frame World

Rub Tummy


Read While Walking

Stretch

Wrist Stretches

Drum on Legs

Practice Ballet Poses

Logic Puzzle

Box Air

Practice Freethrow

Hobbies for Townies and Preexisting Sims

When you first install *The Sims™ 2 FreeTime*, all Sims in all your preexisting neighborhoods are given hobby enthusiasm as if they've had it all along. Different kinds of Sims are assigned hobby enthusiasm (and predetermined hobbies):

- NPCs & Townies: Assigned hobbies and enthusiasm levels based on existing Interest and Personality levels
- Existing Playable Sims: No enthusiasm levels are assigned, but predetermined hobby is chosen based on Personality and Interests just as with newly created Sims.

If Townies or NPCs are given enough enthusiasm to have membership in a hobby's club, they're automatically granted membership, and your Sims will see them at the secret lot when they visit.

New Talent Badges

Talent Badges track Sims' experience doing specific tasks. The more experience they have in a Talent Badge's area, the higher a badge they can attain and the more powerful and/or valuable items they can create and the more bonus abilities they can gain. Until now, Sims have been able to achieve nine kinds of badges (seven from *The Sims™ 2 Open for Business* and two from *The Sims™ 2 Seasons*). With *The Sims™ 2 FreeTime*, you'll have two more possibilities: Sewing and Pottery.

These new talents are built by using the new Mechanical Stitching Machine by Antique Artifacts and Upright Pottery Wheel by QuicKraft objects (Hobbies > Miscellaneous catalog). By using these objects to build these new talents, Sims can make better objects and earn more as employees in Sim-owned businesses.

For full details on the sewing machine and pottery objects, see "Hobby Objects" in the New Objects chapter.

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Chapter 4: New Careers

Because Sims can t just sit around digging up bugs or staring through telescopes all day, *The Sims 2 FreeTime* comes with five brand new career tracks for Sims to climb.

This chapter lays out the details of these new careers and analyzes their powerful new career reward objects.

New Career Tracks, Featured Skill, Majors, and Helper Personalities

Career	Skill 1 (Pers.)	Skill 2 (Pers.)	Skill 3 (Pers.)	Major(s)
Architecture	Logic (Serious)	Creativity (Playful)	Mechanical (None)	Math, Arts
Dance	Body (Active)	Creativity (Playful)	Charisma (Outgoing)	Drama
Entertainment	Body (Active)	Creativity (Playful)	Charisma (Outgoing)	Drama, Literature
Intelligence	Logic (Serious)	Mechanical (None)	Cleaning (Neat)	Political Science, Economics, Psychology
Oceanography	Body (Active)	Mechanical (None)	Cleaning (Neat)	Science

Jobs by Career Level

The Sims 2 FreeTime brings your Sims five new career tracks:

Architecture Dance Entertainment Intelligence Oceanography

Adult Careers

Level 1 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Cement Mixer	0	0	0	0	0	0	0	0	8a–3p	Sun & Wed	5	§155	§775	-8	-2	-8	1	-5	-4	-7
Dance	Aerobics Instructor	0	0	0	0	0	0	0	0	8a–3p	Mon & Thu	5	§215	§1,075	-10	-7	-7	4	-3	4	-5
Entertainment	Stand Up Comedian	0	0	0	0	0	0	0	0	3p–10p	Tue & Wed	5	§240	§1,200	-5	-4	-4	-5	-7	7	-4
Intelligence	Gumshoe	0	0	0	0	0	0	0	0	11a–6p	Sat & Sun	5	§225	§1,125	-6	-3	-3	-3	-5	-8	-6
Oceanography	Fish Chummer	0	0	0	0	0	0	0	0	4a–11a	Sat & Sun	5	§185	§925	-6	-2	-8	-3	4	-6	-6

Level 2 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Brick Layer	0	0	0	0	0	0	0	0	8a–3p	Sun & Wed	5	§176	§880	-8	-1	-3	0	-5	-5	-7
Dance	Backup Dancer	0	1	0	0	0	0	0	1	3p–9p	Mon & Fri	5	§275	§1,375	-9	-5	-5	3	-5	3	-5
Entertainment	Birthday Party Mascot	0	0	0	0	1	0	0	1	11a–5p	Mon & Wed	5	§265	§1,325	-9	-7	-3	7	-5	-3	-8
Intelligence	Private Eye	1	0	0	0	0	0	0	0	11a–6p	Sat & Sun	5	§310	§1,550	-6	-3	-3	-5	-5	-5	-6
Oceanography	Dolphin Tank Cleaner	0	0	0	0	0	0	0	0	8a–3p	Sat & Sun	5	§215	§1,075	-6	-3	-9	-3	-5	-6	-6

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Level 3 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Foreman	0	0	0	1	0	0	0	0	8a–3p	Sun & Wed	5	§284	§1,420	-5	-4	-5	-3	-7	-3	-6
Dance	SimJazzer Instructor	0	2	0	0	1	0	0	2	8a–3p	Mon & Thu	5	§375	§1,875	-10	-5	-7	5	-3	4	-3
Entertainment	Mime	0	0	1	0	0	0	0	2	2p–9p	Sun & Mon	5	§305	§1,525	-8	-5	-4	-10	-3	4	-5
Intelligence	Crime Scene Investigator	2	0	0	0	0	0	1	1	10a–5p	Mon & Wed	5	§325	§1,625	-5	-7	-10	-5	-1	-7	-7
Oceanography	Sea Lice Research Assistant	0	0	0	1	0	0	0	0	9a–4p	Sun & Mon	5	§295	§1,475	-5	-3	-8	-4	-1	-7	-7

Level 4 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Head of Construction Company	1	0	0	2	0	0	0	1	10a–5p	Sat & Sun	5	§415	§2,075	-7	-3	-3	-4	-5	-5	-3
Dance	Pop 'n Lock Performer	0	3	1	0	2	0	0	3	1p–7p	Tue & Thu	5	§450	§2,250	-9	-4	-7	7	-5	6	-5
Entertainment	Lounge Singer	0	0	2	0	2	0	0	3	5p–11p	Tue & Wed	5	§420	§2,100	-3	-10	-2	3	4	5	-3
Intelligence	Surveillance Operator	3	0	0	1	0	0	0	2	2p–8p	Sat & Tue	5	§395	§1,975	-4	-5	-5	-5	-3	-5	-5
Oceanography	Dive Master	0	1	0	2	0	0	0	1	10a–4p	Wed & Thu	5	§325	§1,625	-8	3	-8	5	-5	8	-3

Level 5 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Architect's Apprentice	2	0	1	0	0	0	0	2	9a–4p	Sat & Sun	5	§525	§2,625	-5	-4	-2	-3	-4	-4	-2
Dance	Dance Video Star	0	4	2	0	3	0	0	4	10a–5p	Sun & Fri	5	§520	§2,600	-8	-3	-4	5	-5	5	-5
Entertainment	Ventriloquist	0	0	3	0	3	0	0	4	2p–9p	Tue & Thu	5	§505	§2,525	-5	-5	-3	5	-3	6	-5
Intelligence	Reconnaissance Communicator	4	0	0	2	0	0	2	3	1p–7p	Sun & Mon	5	§490	§2,450	-5	-5	-5	-4	-5	-6	-3
Oceanography	Underwater Demolitionist	0	2	0	3	0	0	1	2	9a–4p	Wed & Thu	5	§450	§2,250	-6	-5	-6	-5	-5	7	-6

Level 6 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Draftsman	3	0	2	3	0	0	0	3	9a–4p	Sat & Sun	5	§615	§3,075	-4	-3	-3	-5	-5	-5	-2
Dance	Interpretive Dancer	0	0	4	0	4	0	0	5	4p–10p	Tue & Wed	5	§680	§3,400	-7	-6	-5	-2	-3	4	-6
Entertainment	Round Table Knight	0	2	4	0	4	0	0	5	11a–6p	Sun & Wed	5	§690	§3,450	-10	-8	-8	7	3	10	-6
Intelligence	Rookie Field Agent	5	0	0	3	0	0	3	4	3p–10p	Sun & Mon	5	§650	§3,250	-7	-4	-4	-5	-6	-3	-5
Oceanography	Marine Biologist	0	3	0	4	0	0	2	3	5a–11a	Thu & Fri	5	§585	§2,925	-6	-5	-5	-5	3	4	-3

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Level 7 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Architect	4	0	4	4	0	0	0	4	9a–4p	Sat & Wed	5	$985	$4,925	-7	-3	-3	-3	-3	-3	-2
Dance	Tap Dancer	0	5	5	0	5	0	0	6	3p–9p	Tue & Wed	5	$815	$4,075	-9	-5	-3	2	-3	6	-5
Entertainment	Juggler	0	3	5	0	5	0	0	6	2p–8p	Sat & Sun	5	$820	$4,100	-8	-5	-4	5	-3	8	-4
Intelligence	Field Agent	6	0	0	4	0	0	4	6	3p–9p	Sat, Sun, Mon	4	$1,070	$4,280	-8	-5	-3	1	-5	-4	-5
Oceanography	Whale Tracker	0	4	0	6	0	0	3	4	6a–1p	Thu & Fri	5	$860	$4,300	-7	-5	-7	-4	-5	5	-3

Level 8 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Architectural Partner	6	0	5	5	0	0	0	6	10a–5p	Sat & Thu	5	$1,123	$5,615	-8	-4	-2	3	-4	-2	-2
Dance	Ballroom Dancer	0	6	6	0	7	0	0	8	5p–11p	Mon, Tue, Wed	4	$1,380	$5,520	-9	-5	-5	4	-3	4	-4
Entertainment	Master of Ceremonies	0	4	6	0	6	0	0	8	4p–11p	Tue & Wed	5	$1,120	$5,600	-5	-3	-3	4	-5	3	-4
Intelligence	Double Agent	7	0	0	5	0	0	5	8	4p–10p	Sat, Sun, Mon	4	$1,540	$6,160	-9	-3	-3	2	-5	4	-5
Oceanography	Deep Sea Fisherman	0	5	0	7	0	0	5	6	3a–10a	Fri, Sat, Sun	4	$1,320	$5,280	-9	-2	-10	-2	8	-3	-7

Level 9 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Master Architect	7	0	7	0	0	0	0	8	10a–4p	Fri, Sat, Sun	4	$1,970	$7,880	-8	-5	-2	3	-3	-3	-1
Dance	Flamenco Master	0	7	7	0	8	0	0	10	4p–10p	Mon, Tue, Wed	4	$2,025	$8,100	-10	-5	-3	5	-3	8	-5
Entertainment	Headliner	0	6	7	0	8	0	0	10	5p–11p	Mon, Tue, Wed	4	$2,540	$10,160	-4	-4	-3	8	-5	7	-3
Intelligence	Elite Operative	8	0	0	7	0	0	6	10	5p–11p	Sat, Sun, Mon, Tue	3	$3,225	$9,675	-9	-6	-2	3	-5	3	-3
Oceanography	Protector of Whales	0	7	0	8	0	0	6	8	7a–2p	Thu, Fri, Sat, Sun	3	$2,880	$8,640	-10	-5	-9	-8	5	2	-3

Level 10 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	City Planner	10	0	9	6	0	0	0	11	9a–4p	Tue, Thu, Sat	4	$2,300	$9,200	-7	-4	-3	3	-5	-7	-2
Dance	World Class Ballet Dancer	0	9	9	0	9	0	0	12	4p–9p	Mon, Tue, Wed, Thu	3	$2,950	$8,850	-10	-3	-3	5	-5	5	-6
Entertainment	Prestidigitator	0	0	8	0	10	0	0	12	3p–10p	Mon, Tue, Wed	4	$3,105	$12,420	-8	-5	-3	7	-3	9	-4
Intelligence	Head of S.C.I.A.	9	0	0	8	0	0	8	12	11a–6p	Sat, Sun, Mon	4	$3,750	$15,000	-7	-5	-3	-3	-4	-3	-5
Oceanography	Hand of Poseidon	0	9	0	9	0	0	7	10	8a–3p	Thu, Fri, Sat, Sun	3	$3,970	$11,910	-10	-5	-8	-7	4	7	-4

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Teen/Elder Careers

Level 1 Teen/Elder Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Cement Mixer	0	0	0	0	0	0	0	0	3p–6p	Sun & Wed	5	§56	§280	-8	-2	-8	1	-5	-4	-7
Dance	Aerobics Instructor	0	0	0	0	0	0	0	0	4p–7p	Mon & Thu	5	§62	§310	-10	-7	-7	4	-3	4	-5
Entertainment	Stand Up Comedian	0	0	0	0	0	0	0	0	4p–7p	Tue & Wed	5	§51	§255	-5	-4	-4	-5	-7	7	-4
Intelligence	Gumshoe	0	0	0	0	0	0	0	0	3p–6p	Sat & Sun	5	§48	§240	-6	-3	-3	-3	-5	-8	-6
Oceanography	Fish Chummer	0	0	0	0	0	0	0	0	3p–6p	Sat & Sun	5	§47	§235	-6	-2	-8	-3	4	-6	-6

Level 2 Teen/Elder Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Brick Layer	0	0	0	0	0	0	0	0	3p–6p	Sun & Wed	5	§76	§380	-8	-1	-3	0	-5	-5	-7
Dance	Backup Dancer	0	1	0	0	0	0	0	1	4p–7p	Mon & Fri	5	§85	§425	-9	-5	-5	3	-5	3	-5
Entertainment	Birthday Party Mascot	0	0	0	0	1	0	0	1	4p–7p	Mon & Wed	5	§82	§410	-9	-7	-3	7	-5	-3	-8
Intelligence	Private Eye	1	0	0	0	0	0	0	0	3p–6p	Sat & Sun	5	§85	§425	-6	-3	-3	-5	-5	-5	-6
Oceanography	Dolphin Tank Cleaner	0	0	0	0	0	0	0	0	3p–6p	Sat & Sun	5	§83	§415	-6	-3	-9	-3	-5	-6	-6

Level 3 Teen/Elder Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Architecture	Foreman	0	0	0	1	0	0	0	0	3p–6p	Sun & Wed	5	§102	§510	-5	-4	-5	-3	-7	-3	-6
Dance	SimJazzer Instructor	0	2	0	0	1	0	0	2	4p–7p	Mon & Thu	5	§112	§560	-10	-5	-7	5	-3	4	-3
Entertainment	Mime	0	0	1	0	0	0	0	2	4p–7p	Sun & Mon	5	§105	§525	-8	-5	-4	-10	-3	4	-5
Intelligence	Crime Scene Investigator	2	0	0	0	0	0	1	1	3p–6p	Mon & Wed	5	§106	§530	-5	-7	-10	-5	-1	-7	-7
Oceanography	Sea Lice Research Assistant	0	0	0	1	0	0	0	0	3p–6p	Sun & Mon	5	§108	§540	-5	-3	-8	-4	-1	-7	-7

Audio Augmenter by Little Mole Inc.

- Career (Level): Intelligence (5)
- Skill: None
- Hobby: None
- Need Effects: Fun, Social
- Need Max: None

Some sounds, unfortunately, weren't meant to be heard.

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Interactions:

- Spy: Child or older Sims can use this handheld listening device to spy on their neighbors. Sneaky eavesdroppers get Fun and Social satisfaction and the chance for a wide array of surprises, both good and bad.

While using this object, Sims may face consequences for their nosiness. Sims may, for example, get or lose money, satisfy or lose a Need (or Needs), miss a day of work, get slapped by an outraged neighbor, or see a ghost (if there's an urn/tombstone on the lot).

Better Barre by Deux-joint Ltd.

- Career (Level): Dancing (6)
- Skill: Body, Dance
- Hobby: Music & Dance
- Need Effects: Energy -10 per hour (Warmup/Ballet Exercises), Hygiene -10 per hour (Warmup), Hygiene -25 per hour (Ballet Exercises)
- Need Max: None

Two Sims can warm up or (Dance skill permitting) do ballet exercises together on this special version of the normal bar.

Interactions:

- Warm Up: Children and older Sims may use this object to improve Fitness (as in the Sim's body shape, not the hobby of the same name), Music & Dance enthusiasm, Body skill, and Dancing skill. A Sim's grace using this object is based on his or her Dancing skill.
- Ballet Exercises: All Sims do highly skilled moves, because this interaction appears only once a Sim is an accomplished dancer. Depletes the same amount of Energy as Warmup, but considerably more Hygiene. All standard ballet bars on the lot gain this interaction when once one of these objects is placed.

Unlike the Buy mode ballet bar, this object can be used by two Sims at once (via the Join/Ask to Join interaction) and offers an additional Ballet Exercises interaction if a Sim has sufficiently high Dancing skill.

NOTE

Dancing is a hidden skill built by dancing to music, with the ballet bar, etc. There isn't a meter to show your Sims' skill development, but it manifests in the complexity and grace of their moves on the floor. For a full rundown of Dancing skill, see *The Sims™ 2: Prima Official Game Guide*.

Carefree Koi Pond by Simulated Life

- Career (Level): Oceanography (6)
- Skill: None
- Hobby: Nature (View, Feed)
- Need Effects: Fun (View, Feed), Comfort 3 (View)
- Need Max: Fun up to 95 (View)

Relaxation is what Sims (and kitties) can expect when peering into this pond full of beautiful fish.

Interactions:

- View: Child and older Sims and cats (*The Sims™ 2 Pets*) can use the Koi Pond's View interaction to feed Comfort and Fun. Sims also get Nature enthusiasm while watching the languidly circling multihued fish.
- Feed: Child and older Sims (though obviously not cats) can alternatively use the pond's Feed interaction to feed the fish. This isn't necessary for the fishes' survival (they can live forever without food), but does satisfy the Sim's Fun and builds Nature enthusiasm.

The Koi pond is purely decorative (except for the Feed interaction). And don't even think about fishing in it!

NOTE

The Koi pond won't freeze in winter, but will show a slight snow covering in heavy snow.

SIM series Drafting Table by QuicKraft

- Career (Level): Architecture (6)
- Skill: Creativity
- Hobby: Arts & Crafts
- Need Effects: Fun
- Need Max: Fun up to 95

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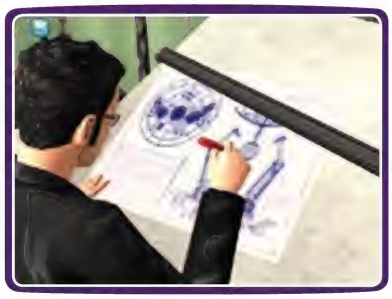
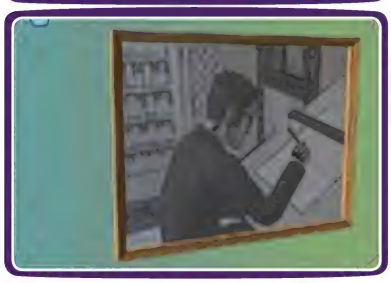


Sims will create several different kinds of blueprints to hang on their walls.



To sketch any scene (including your Sim sketching at the drafting table), position the frame and press C.

Drafting custom pictures turns this...

...into this.

Interactions:

- Draft Blueprint: Teen and older Sims will sit and draw a blueprint for Fun and to build Creativity and Arts & Crafts enthusiasm. The quality of the result will depend on the Sim's Creativity skill. Except for the blueprint-y appearance of the final product, this interaction is identical to the easel's painting interactions.
- Draft Scene: Teen and older Sims will sit and draw a blueprint of whatever you select within the on-screen framing area. Unlike those created with an easel, the drawings produced through this object appear (via a filter applied to the selected area) hand-drawn. Just as with the camera and the easel's Paint Still Life interaction, move your view around to get the image you want your Sim to draw and press C to commence drafting. The result will be the same regardless of the Sim's Creativity, but making the drawing will provide Fun and build both Creativity skill and Arts & Crafts enthusiasm.
- Draft Custom: Your Sim can draft any image you desire with this interaction. Unlike those created with an easel, the drawings produced through this object appear (via a filter applied to the chosen image) hand-drawn. Selecting it with a teen or older Sim brings up the Choose an Image to Draw window (just like the easel's Paint Custom Painting interaction if you have *The Sims™ 2 Pets* installed). Pick an image from the list and whether you want stretch it to fill the entire canvas, crop it to show the only the center of the image, or shrink the whole image (preserving its dimensions but leaving white spaces on the top and bottom or sides) to fit on the canvas. Once an image is selected, your Sim will draw it, satisfying Fun and building both Creativity and Arts & Crafts enthusiasm. The result will be the same regardless of the Sim's Creativity.
- Scrap: If a drawing is still on the drafting table, any Sim can remove and destroy it with the Scrap interaction.
- Continue: If a drawing is still on the drafting table, any Sim can resume drawing it. The quality of the drawing will depend on the Creativity of the Sim who *finishes* it.

NOTE

To be available for Draft Custom, a picture must be no larger than 1,200 x 1,200 pixels and 600KB in total file size and be placed in your "Paintings" folder (My Documents > EA Games > The Sims 2 > Paintings). You can even add images to this folder while the game is running and the Choose an Image to Draw window is displaying; just press the window's "Refresh Images" button in the lower right corner and it'll appear in the list.

All finished drawings go directly into the Sim's personal inventory and can be hung on a wall or sold. The resale value of any drawing made with any of this object's interactions depends on the Creativity of the Sim who finished it.

"Starstruck" Personal Fame Stars

- Career (Level): Entertainment (5)
- Skill: None
- Hobby: None
- Need Effects: Social
- Need Max: None

Interactions:

- None

"You know, I was feeling lonely, but then I realized: who needs friends when you're a STAR!!" Or, really, when you *have* a star.

Sims standing near this luminous rug receive gradual satisfaction of their Social need, just by being in its presence. Great for offsetting the isolating effect of success in the entertainment industry or of just not having anyone around to talk to. Plus, it's a lot less work than having a pet.

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Chapter 5: New Objects

The Sims 2 FreeTime is kind of like getting double the normal load of objects for an expansion pack. Sure there are more than 100 new objects to play with, but dozens of your Sim s old objects get additional functionality. Most of this newness isn t a matter of new interactions, but rather new impact: doing the same old things now also feeds hobby enthusiasm. Many objects, however, do contain new and powerful interactions arising from hobby enthusiasm or Lifetime Aspiration Benefits.

This chapter will introduce you to all these new interactions for existing objects and, as usual, the shimmering line up of snazzy new ones.

Changes to Old Objects

With so many old and trusted objects so perfectly suited to feeding your Sims hobbies, it s only natural that there d be some substantial changes to the way many old objects work. The slate of new interactions for old objects is long and varied this time around.

Bookshelf Interactions

Bookshelves have several new and altered interactions:

Now Sims don't just read a book. They can choose what kind of book they want to read.

- Read Book...: This old interaction now leads to a submenu that lets you choose which genre of book your Sim should read. The book the Sim then extracts from the shelf will have a genre-specific cover. Reading any book of any genre via this interaction gives your Sims Film & Literature enthusiasm.
- Read Custom Book...: If the household has any novels written by its residents, you can direct your Sims to read one of them instead of a generic genre book. The Need, Knowledge skill, and Film & Literature enthusiasm effects, however, are identical to reading a regular book. Note that when a custom novel is out of the shelf, it becomes unavailable from all shelves. Conversely, if it is put away in the shelf, it's available from *all* household shelves.
- Study...Parenting: This new study topic doesn't feed into any particular skill, but it does give Sims a powerful tool for taking care of babies. Once teen or older Sims completely learn parenting (tracked by an overhead progress bar), they acquire the new "Check on Baby" interaction on any infant in the household. Check on Baby reveals, via thought balloon, exactly which of the baby's Needs require attention.
- Discuss...: Sims with level 3 or higher Film & Literature enthusiasm can use the bookshelf to initiate group discussions about a genre of books or any specific custom novel in the household library. These "book club" talks are an excellent way for several Sims to increase their Film & Literature enthusiasm while satisfying their Social Need.

Book discussions can include several Sims at once, but at least one of them must be at least level 3 in Film & Literature enthusiasm.

Computer Interactions

Computers contain new interactions that build hobby enthusiasm, provide creative outlets, and even earn some extra income:

- Blog About...: Once Sims reach level 7 in any hobby, they can use the computer to blog about that hobby, further boosting their enthusiasm for that hobby. Satisfies Fun and builds hobby enthusiasm.
- Browse Web for...: Once Sims reach level 4 in any hobby, they can use the computer to browse the web for information about that hobby, further boosting their enthusiasm for that hobby. Satisfies Fun and builds hobby enthusiasm.
- Give Financial Consulting: Fortune Aspiration Sims who spend their Lifetime Aspiration points on the Financial Advice for Cash Lifetime Aspiration Benefit can use the computer's Give Financial Consulting interaction to earn extra money (based on their Logic skill).
- Write Novel: Sims have always been able to use their computer to write great (or not-so-great) works of literature, but *The Sims™ 2 FreeTime* introduces an entirely new system that results in not only the usual Creativity-based one-time royalty payment, but also a customized book that your Sims can read whenever they like. See below for full details.
- Write Restaurant Guide: Pleasure Aspiration Sims who spend their Lifetime Aspiration points on the Write Restaurant Guide Aspiration Benefit get the computer's Write Restaurant Guide interaction. As with pre-*The Sims™ 2 FreeTime* novel-writing, your Sim writes the book on the computer. Shortly after finishing it, your Sim receives a phone call announcing a one-time royalty payment for the book. Whereas the amount of the payment for novels was based on Creativity, the bonus for restaurant guides is based on a combination of Cuisine enthusiasm and Cooking skill. Writing restaurant guides also satisfies Fun and builds Cuisine enthusiasm.

New Novel Writing

Budding Sim Steinbecks and Hemmingways will find they have considerably wider creative horizons when writing novels on their handy dandy home computers, thanks to a totally new novel-writing system. Now, when you direct a Sim to Write Novel, you get to choose the book s:

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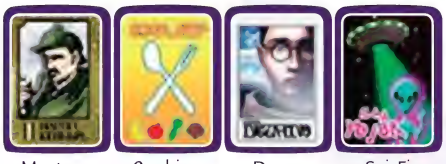
When a Sim begins a novel, you can pick the book's cover and its plot, as represented by the thought bubbles readers will display when reading it.

Cover

Define the genre of your Sim's novel by choosing from each genre s cover:



Mystery Cooking Drama Sci-Fi

Romance Children's History

Plot Elements

Next, select icons representing the plot of the book. As a Sim reads the finished novel, he ll show the thought balloons you ve selected in the order you choose. You have 44 plot element icons to choose from.

As Sims read custom novels, your plot elements display in order.

Title

When the novel is finished, input the tome's title and, if you like, a brief description.

When it's done, give the book a name and a brief description. Once the book arrives, it can be selected by name from any bookshelf.

Publishing Your Novel

When a Sim s novel is complete, it s published automatically. A phone call from the book s publishers comes as usual awarding your Sim the customary one-time royalty payment (based on your Sim s Creativity). What happens next, however, is even more valuable.

Soon, the delivery van arrives, bringing the bound and finished version of your Sim s novel. Your Sims can read it, put in away in the bookshelf, or discuss it with their book clubs.

Start Game Competition

Sims can start or join computer game competitions for any game the household owns when there s more than one computer on the lot.

Game competitions require several computers, but mean Fun for all. The more Sims that play and the better gamers they are, the bigger the prizes.

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NOTE
The more players, the longer the contest.

Competing Sims gain Fun and Social satisfaction and Games enthusiasm. After Sims have played for a time, the winner is chosen based on a combination of Body skill, Logic skill, Game enthusiasm, and a random factor:

- Game enthusiasm: 3 points per level
- Logic skill: 2 points per level
- Body skill: 1 point per level

Whichever Sim has the highest score has a 90 percent chance of winning while the second highest has a slim 10 percent chance of pulling off the upset. If players are tied, a winner is chosen at random.

Prize money is based on the number of players in the game and the quality of the competition (the score of all players combined). For example, in a game with three players:

Name	Game Enthusiasm	Logic Skill	Body Skill	Points
Player 1	6	4	9	35
Player 2	9	8	4	47
Player 3	2	8	0	22

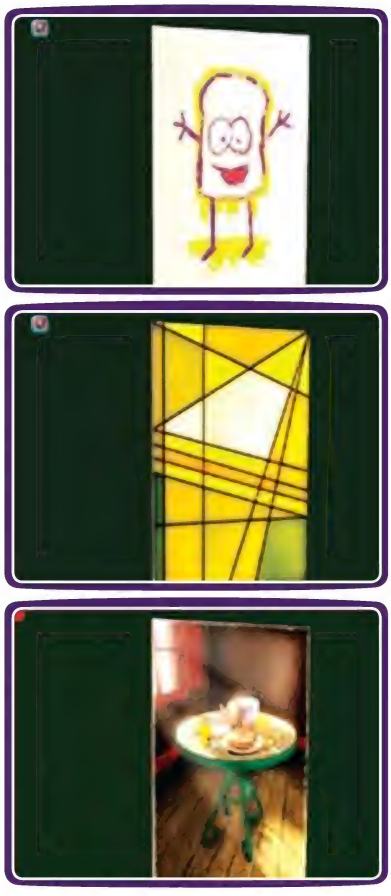
Player 2 will be the probable winner, taking home 294 (100 base winnings, 30 per player, and 10 per cumulative points). Thus, the bigger the contest and the more skilled the competition, the bigger the winnings.

Easel Interactions

Easels have a new interaction specifically for Sims with the Grilled Cheese aspiration and for whom you ve chosen the Paint Grilled Cheese Lifetime Aspiration Benefit.

Grilled Cheese Sims with lots of Lifetime Aspiration points have a new way to express their obsession.

- Paint Grilled Cheese: Teen and older Sims can use an easel to paint a picture of a grilled cheese sandwich. As with normal paintings, the final product and its resale value depend on the Sim's Creativity. Satisfies Fun and builds Arts & Crafts enthusiasm.



The paintings your Sims produce depend on their Creativity.

Newspaper Interactions

Sims who ve attained level 2 in at least one hobby will have an additional interaction available on their morning newspaper.

Sims can read a special section for every hobby of level 2 enthusiasm or higher.

- Read Section...: Child or older Sims can read special sections of the newspaper dedicated to various hobbies. Only sections for which the Sim currently has level 2 or higher enthusiasm in the section's corresponding hobby will be available. Reading special sections satisfies Fun and builds enthusiasm for the section's dedicated hobby (such as Arts & Craft enthusiasm from reading the Arts section).

NOTE
For more on newspaper sections, see "Read Newspaper Section" in the Hobbies chapter.

Paintings/Sculptures Interactions

When on a Community Lot with several paintings or sculptures (such as an art museum), Sims can indulge in full-on art appreciation thanks to the new Community Lot only View Many interaction.

Perusing works of art on Community Lots builds Arts & Crafts enthusiasm and offers plenty of opportunities to socialize.

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- View Many: Child or older Sims on Community Lots begin with one sculpture/painting on a lot, admiring (or disapproving) and talking about it, before moving onto the next, and the next, and the next, etc. Sims gain Fun and Arts & Crafts enthusiasm. Other Sims can be invited to join; doing this interaction with several Sims also satisfies Social Need.

Picture Frames

Easel paintings and blueprints/sketches from the drafting table career reward object are unframed when you move them to the walls of your Sims homes. Now, however, you can add frames to these homemade masterpieces with their new Frame interaction.

Unframed, Sim-made paintings and sketches can be framed in:

Black

Dark wood

Gold

Light wood

Medium wood

White

If you added a frame, but later wish to remove it, use the Remove Frame option (available alongside the other framing options when a picture is already framed).

ReNuYuSenso Orb Interactions

The ReNuYuSenso Orb is an Aspiration Reward object that Sims can use to change their primary Aspiration and Turn Ons and Turn Offs. It can now also be used to reset any choices you ve made for a Sim's Lifetime Aspiration Benefits with the new Reset Lifetime Aspiration Benefits interaction.

If you just want to reset a Sim's Lifetime Aspiration Benefits, but leave their Aspiration and Turn Ons/Offs intact, spend some Aspiration Reward points on a ReNuYuSenso Orb and use its new Reset Lifetime Aspiration Benefits interaction.

This new interaction resets *only* a Sim's benefits, "refunding" any spent Lifetime Aspiration Benefit points and removing all chosen benefits (including any secondary Aspiration).

Unlike with the Reprogram Self interaction, Reset Lifetime Aspiration Benefits carries no risk of failure if used when the Sim has low Daily Aspiration score. This interaction will *never* involuntarily convert your Sim into a Grilled Cheese Aspiration Sim.

NOTE

Using the old Reprogram Self interaction will also reset Lifetime Aspiration Benefits along with the Sim's primary Aspiration and Turn Ons/Turn Offs.

Refrigerator Interactions

Refrigerators now contain several new interactions to expand your Sims selections and help them easily make food for cooking contests.

New Meal

Grandma's Comfort Soup is yummy, but also a quick route to good health for sick Sims.

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Sims with Family as their primary or secondary Aspiration can select the Grandma s Comfort Soup Lifetime Aspiration Benefit. With this benefit in place, Sims can choose to serve this hearty, restorative soup for either lunch or dinner. Not only does it satisfy *both* Hunger and Comfort, but it has a high probability of curing any illness.

New Snack

Sims with level 5 or higher enthusiasm in Fitness get an extra snack food in their fridge. The protein shake is a high-powered snack that not only provides Hunger satisfaction, but also:

Drinking a protein shake builds Fitness enthusiasm and makes a Sim's workout more productive.

- A boost in Fitness enthusiasm
- A temporary boost to Body skill gain speed (by 15 percent for two hours)

NOTE

There's no visual clue to indicate the Body skill speed increase, but it's there. To take full advantage of the protein shake, send your Sim straight to a workout after downing it.

Platters

Sims who ve built Cuisine enthusiasm gain the ability to feed several guests in the blink of an eye with three zero-prep platters from their fridge. All three platters are instantly ready to eat and each serving packs the same Hunger satisfaction as a snack.

The interaction first becomes available when a Sim attains level 3 Cuisine enthusiasm and becomes able to make the simplest of the three platters. The higher the Sim s enthusiasm, the more kinds of platters he can whip out at a moment s notice:

- Level 3: Chips
- Level 5: Cheese
- Level 8: Appetizer

Make Food for Contest

This interaction allows Sims to make a dish specifically for use in a food competition, placing it directly in your Sim s inventory rather than somewhere it can be accidentally consumed. Food made this way will keep indefinitely in the Sim's inventory. Food made with other interactions can also be used in competitions, but you'll find this to be the most micromanagement-free way to get ready for a big food fight.

This new interaction makes it easier to prepare dishes for food competitions, by safely storing them in your Sim's inventory.

NOTE

Other than the convenient inventory storage of the meal, there's no difference between food prepared with this interaction and with the Make Group Meal interaction. In fact, if you don't want to use the finished product in competition, you can just drag the dish from inventory and let everyone tuck in.

Handily, this interaction is available any time of day with all competition-qualified foods on both home and Community Lot refrigerators.

Stove/Toaster Oven/Grill Interactions

All stove, toaster ovens, and grills on either home or Community Lots now feature the same Make Food for Contest interaction as refrigerators. The selection of foods, however, will be limited to foods the specific appliance can prepare.

Food can be cooked for competitions from cooking appliances too (except microwaves), but only meals that can be made with that appliance will show.

NOTE

Notably absent from this list is the microwave. Nuked food can't be used in competition.

Telephone

A few new interactions have been added to Sims phones to permit group chat and another way to boost their hobby enthusiasm.

Three-Way Calling

Popularity Sims can talk to two Sims at once with the telephone's new Make 3-Way Call interaction.

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Teen or older Sims can now use their home phones or cell phones (*The Sims 2 University* only) to talk to two Sims at once with the telephone s new Make 3-Way Call interaction.

While your Sim is in a telephone conversation, click on the phone s base station and select Add Sim to Call. This dials the third Sim and, if she is available, adds her to the conversation. All three Sims satisfy their Social Need and build Relationship score toward one another. If the two Sims on the phone have not yet met, they ll be added to each other s Relationship panel.

If the Sim is using a cell phone, the Make 3-Way Call interaction is available as a self-interaction.

Subscribe to Magazine

Sims with 3 or higher enthusiasm in a hobby can use the telephone to subscribe to that hobby s enthusiast magazine. These magazines are delivered weekly and provide enthusiasm-building for any Sim who reads it. After a time, each issue gets used up and must be trashed.

NOTE

You can add to a non-playable Sim's enthusiasm for a specific hobby by using a playable Sim's Influence points. The new Influence to Read Hobby Magazine interaction directs an otherwise independent Sim to spend some time building enthusiasm for the hobby you select via any usable hobby magazine on the lot.

Sims with 3 or higher enthusiasm in a hobby can subscribe to that hobby's magazine via the telephone.

Only Sims with sufficient enthusiasm can subscribe to a hobby s magazine, but any Sim in the household can use the phone s Unsubscribe from Magazine interaction to discontinue delivery.

NOTE

For details on hobby magazines, see "Hobby Magazines" in the Hobbies chapter and below.

Telescope Interactions

Telescopes are a major source of Science enthusiasm thanks to four new interactions and changes to an old one:

Sims with high Science enthusiasm and Knowledge Sim with all their Aspiration's Lifetime Benefits have lots of new telescope-based interactions.

- Search for Constellations: Unlocked at level 3 Science enthusiasm for child or older Sims. Builds Science enthusiasm along with Logic skill and Fun satisfaction. Sims using this interaction have a lower-than-normal chance of being abducted by aliens. Nighttime only.
- Search for Planets: Unlocked at level 5 Science enthusiasm for child or older Sims. Builds Science enthusiasm along with Logic skill and Fun satisfaction. Sims using this interaction have a lower-than-normal chance of being abducted by aliens. The Sim has a chance of discovering a new planet, netting a §500 prize and a boost in Science enthusiasm. Planets found by a Sim will thereafter appear in that Sim's thoughts when Searching for Planets in the future. Nighttime only.
- Watch for UFOs: Unlocked at level 8 Science enthusiasm for child or older Sims. Builds Science enthusiasm along with Logic skill and Fun satisfaction. Sims have a higher-than-normal chance of being abducted by aliens, but a lower-than-normal chance of being impregnated during the experience. Upon return, the Sim gets an extra boost in both Science enthusiasm and Sci-Fi interest. Nighttime only.
- Summon Aliens: Unlocked for teen or older Science Aspiration Sims (primary Aspiration only) when you spend four of their Lifetime Achievement Benefit points in their primary Aspiration track. The Sim will gain Fun satisfaction and Science enthusiasm as well as significantly increased odds of being abducted by aliens. Can be using during daytime.
- Stargazing: This older interaction gets some new wrinkles. It still builds Logic skill and Fun satisfaction for child or older Sims, but it now also adds to Science enthusiasm. Sim has a chance of discovering a new star, which nets him or her a §500 prize and a boost in Science enthusiasm. Stars found by a Sim will thereafter appear in that Sim's thoughts when stargazing. Nighttime only.

NOTE

For details on these new telescope interactions, see "Hobby Bonuses" in the Hobbies chapter.

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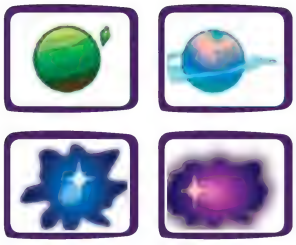
Planets and Stars

While searching for planets or stargazing with a telescope, Sims will think about what they see.

The Sim may also discover four unknown planets and stars.



Television

Sims can build Film & Literature enthusiasm by watching movies on any of their home TVs with the new Watch Movie interaction.

Sims can gather to watch classic movies on TV, building their Film & Literature enthusiasm together.

You can select from one of five genres (with two movies per genre). Sims are autonomously attracted to certain genres based on their personality and/or age:

- Action: Active
- Children: Children (strongly *dis*liked by teens and elders, while adults are more neutral)
- Comedy: Playful
- Drama: Outgoing
- Spooky: Grouchy

NOTE

Movies last for about 45 minutes.

Sims can join or be asked to join watching a movie. All Sims watching a movie gain Fun and Film & Literature enthusiasm.

To turn off a movie in progress, use the Turn Off interaction.

Tinkering

Many repairable objects can now build enthusiasm for Sims into the Tinkering hobby. With the new Tinkering interaction, Sims can gain enthusiasm for this hobby by figuring out how things work. Sims can gain enthusiasm from Tinkering with:

All Sims can Tinker with certain objects, but stay away from electronics if your Sim has low Mechanical skill.

- Bathtubs
- Dishwashers
- Exerto 5000 Multipress Exercise Machine
- Microwave
- Robot Base Stations
- Showers
- Stereos
- Televisions
- The BOB 3942 by SoundEscapes
- Trash Compactors

The lower a Sim's Mechanical skill, the greater the chance Tinkering with an object will break it and, possibly, inflict an electric shock.

Tinkering gives Sims Fun and Tinkering enthusiasm.

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New Object Directory

| | | |

New Object Directory

Object	Price and Depreciation				Needs						Skills								Function	Room Sort							Community Sort				
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking		Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Administrative Desk Supplies by StuffPiles Inc.	$20	$3	$2	$8	0	0	0	0	0	0	1								Decorative	X	X			X			X					
All in a Days Work Rug by Imad Ethis	$45	$6	$4	$18	0	0	0	0	0	0	0								Decorative	X			X			X			X		
Artig by Andreas Kriegsloch	$340	$51	$34	$136	0	0	0	0	0	0	3								Decorative	X	X			X		X			X		
Audio Assortment by StuffPiles Inc.	$25	$3	$2	$10	0	0	0	0	0	0	1								Decorative	X				X			X				
Baby's Touch Bed	$1,300	$195	$130	$520	0	5	0	0	6	0	2								Comfort							X		X			
Basic Barre by Deuxjoint Ltd.	$500	$75	$50	$200	0	0	0	0	0	1	0								Hobbies					X			X				
Bathroommate Footrug	$60	$9	$6	$24	0	0	0	0	0	0	0								Decorative	X	X			X		X			X		
Bookworm's Delight	$800	$120	$80	$320	0	0	0	0	1	0									Hobbies	X				X		X			X		
Bootlegged Comfort by Tawny Hide Inc.	$320	$48	$32	$128	0	6	0	0	2	0	0								Comfort					X						X	
Broken-In Desk by Imad Ethis	$70	$10	$7	$28	0	0	0	0	0	0	0								Surfaces	X							X				
Butterfly Crawler Wall Decal	$85	$12	$8	$34	0	0	0	0	0	0	1								Decorative	X	X			X		X			X		
Centerpiece Entertainment Suite	$2,600	$390	$260	$1,040	0	0	0	0	0	8	3					X			Electronics	X				X		X			X		
Char-Pane Grill	$900	$135	$90	$360	10	0	0	0	0	0	0								Appliances				X								X
Chicken Checkers Sculpture	$350	$52	$35	$140	0	0	0	0	0	0	3								Decorative		X			X					X		
Contained Fun Toybox	$75	$11	$7	$30	0	0	0	0	0	7	0								Miscellaneous	X									X		
Crafty Collection by StuffPiles Inc.	$25	$3	$2	$10	0	0	0	0	0	0	1								Decorative		X	X		X		X			X		
CryonicFresh	$1,650	$247	$165	$660	10	0	0	0	0	0	2								Appliances								X				X
Dala Horse by Great Sculptures	$425	$63	$42	$170	0	0	0	0	0	0	3								Decorative		X			X					X		
Dancing Dreams Mobile	$80	$12	$8	$32	0	0	0	0	0	0	1								Decorative	X	X								X		
Deluxe Coffee Maker by YouBrew	$95	$14	$9	$38	0	0	0	-1	3	1	0								Appliances								X				X
Desk-Tube-nation by Modulin	$670	$100	$67	$268	0	0	0	0	0	0	0								Surfaces	X									X		
Don't Wake the Llama	$800	$120	$80	$320	0	0	0	0	0	9	5								Hobbies	X				X					X		
Double Hockey Sticks	$80	$12	$8	$32	0	0	0	0	0	0	1								Decorative		X			X		X			X		
EA Sports Baseball Rug	$130	$19	$13	$52	0	0	0	0	0	0	0								Decorative	X	X			X		X			X		
EA Sports Basketball Rug	$130	$19	$13	$52	0	0	0	0	0	0	0								Decorative	X	X			X		X			X		
EA Sports Cricket Rug	$135	$20	$13	$54	0	0	0	0	0	0	0								Decorative	X	X			X		X			X		
EA Sports Eightball Rug	$135	$20	$13	$54	0	0	0	0	0	0	0								Decorative	X	X			X		X			X		
EA Sports Soccer Rug	$135	$20	$13	$54	0	0	0	0	0	0	0								Decorative	X	X			X		X			X		
Eastern Blossoms by Li Qing	$480	$72	$48	$192	0	0	0	0	0	0	4								Decorative	X	X			X	X	X			X		
EliteChef Home Range	$1,050	$157	$105	$420	10	0	0	0	0	0	0								Appliances								X				X
Emergency Escape Sign	$85	$12	$8	$34	0	0	0	0	0	0	1								Decorative	X								X			

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Spare Satin Steppers	§175	§26	§17	§70	0	0	0	0	0	0	2								Decorative			X		X		X	X	X			X	X
Spices and Sundries by StuffPiles Inc.	§25	§3	§2	§10	0	0	0	0	0	0	1								Decorative		X			X				X				
Spooky, Scary Standup	§38	§5	§3	§15	0	0	0	0	0	0	1								Decorative		X			X		X		X				
Standing Pigskin Display	§55	§8	§5	§22	0	0	0	0	0	0	1								Decorative		X	X		X		X		X			X	
Sweetening Fruit Nectar Bar	§375	§56	§37	§150	0	0	0	0	0	0	4								Miscellaneous			X		X			X	X				X
TalkTime Phonality	§60	§9	§6	§24	0	0	0	0	0	0	0								Electronics					X		X	X	X			X	
TalkTime Phonality with Mounting Bracket	§60	§9	§6	§24	0	0	0	0	0	0	0								Electronics					X		X	X	X			X	
Teachers Pet Chalkboard	§80	§12	§8	§32	0	0	0	0	0	0	1								Decorative			X		X		X	X	X			X	X
Teeny Tikes Activity Table	§200	§30	§20	§80	0	0	0	0	-1	6	0			X			X		Miscellaneous	X							X				
The BOB 3942 by SoundEscapes	§1,500	§225	§150	§600	0	0	0	0	0	10	1			X					Hobbies					X			X				
The Dish De-atomizer	§850	§127	§85	§340	0	0	0	0	0	0	0								Appliances								X				X
The Formidable Formicarium	§185	§27	§18	§74	0	0	0	0	0	0	2								Hobbies		X			X				X				
The Goal of Paul	§950	§142	§95	§380	0	0	0	0	0	10	0								Hobbies				X							X		
The GrooveLayer 10k Professional DJ Booth by HotBeets	§3,000	§450	§300	§1,200	0	0	0	0	0	10	3			X					Electronics									X				
The Moose Abides by Sue Lann	§370	§55	§37	§148	0	0	0	0	0	0	3								Decorative		X	X		X		X		X			X	
The Nanowaver	§300	§45	§30	§120	2	0	0	0	0	0	0								Appliances								X				X
The Not so Harmless Cactus	§35	§5	§3	§14	0	0	0	0	0	0	1								Decorative			X	X	X			X	X			X	X
The Official Fighting Llama Wall Clock	§230	§34	§23	§92	0	0	0	0	0	0	0								Electronics		X	X		X		X		X			X	
The Stacks	§12	§63	§42	§168	0	0	0	0	0	0	1								Decorative		X	X		X		X		X			X	
The Tube in Wood-Paneling	§800	§120	§80	§320	0	0	0	0	0	7	3				X			X	Electronics					X		X		X				
Timeless Toaster Oven	§120	§18	§12	§48	1	0	0	0	0	0	0								Appliances								X				X
Tousled Luxury by Tawny Hide Inc.	§230	§34	§23	§92	0	5	0	0	0	0	0								Comfort					X				X			X	
Ultra Serious Fan Island Bar by Al Ike Spordz	§1,700	§255	§170	§680	0	0	0	0	0	3	0								Miscellaneous			X		X			X	X				X
Ultra Sport Fan Chair by Al Ike Spordz	§350	§52	§35	§140	0	5	0	0	0	0	0								Comfort					X				X			X	
Ultra Sport Fan Shirt by Al Ike Spordz	§295	§44	§29	§118	0	0	0	0	0	0	2								Decorative		X			X	X	X	X	X				
Ultra Sporty Boxing Lamp by Al Ike Spordz	§140	§21	§14	§56	0	0	0	0	0	0	1								Lighting		X			X				X			X	
Ultra Sporty Helmet Display by Al Ike Spordz	§160	§24	§16	§66	0	0	0	0	0	0	1								Decorative		X	X		X		X		X			X	
Ultra Sporty Trophy Display by Al Ike Spordz	§550	§82	§55	§220	0	0	0	0	0	0	4								Decorative		X	X		X		X		X			X	
Unexpected Weather Movie Sculpture	§380	§57	§38	§152	0	0	0	0	0	0	3								Decorative		X			X				X				
Upright Pottery Wheel by QuicKraft	§1,000	§150	§100	§400	0	-5	-2	0	-1	5	0								Hobbies		X										X	
U-R-Here -n- We-R-Here Poster	§55	§8	§5	§22	0	0	0	0	0	0	1								Decorative		X	X		X		X		X			X	
Wonderland Sleigh Crib	§300	§45	§30	§120	0	0	0	0	12	0	0								Miscellaneous	X						X		X			X	
Workbench Widgets by StuffPiles Inc.	§25	§3	§2	§10	0	0	0	0	0	0	1								Decorative		X	X		X		X		X			X	
Writer's Desk Supplies by StuffPiles Inc.	§20	§3	§2	§8	0	0	0	0	0	0	1								Decorative		X	X		X		X		X			X	
Zip Zap Zop! Classic Model Car	§160	§24	§16	§64	0	0	0	0	0	5	0								Electronics					X				X			X	

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New Object Directory

Object	Price and Depreciation				Needs						Skills								Room Sort						Community Sort					
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
MySims Standup	$290	$43	$29	$116	0	0	0	0	0	0	3								Decorative		X			X				X					
Necessary Tools by Imad Ethis	$25	$3	$2	$10	0	0	0	0	0	1									Decorative		X	X		X		X						X	
Neukum Systems Cor3Nerd Indie Wave Wall Speaker	$400	$60	$40	$160	0	0	0	0	0	2	0								Electronics									X	X			X	X
Newish Art by Imad Ethis	$105	$15	$10	$42	0	0	0	0	0	1									Decorative			X		X	X	X		X					X
Off the Hook Egg	$3,500	$525	$350	$1,400	0	0	0	0	0	0	10								Decorative		X			X				X					
Old Time Wall Clock	$1,100	$165	$110	$440	0	0	0	0	0	0	8								Electronics		X	X		X		X			X				
On Their Toes by Peder Dahnet	$275	$41	$27	$110	0	0	0	0	0	0	2								Decorative		X			X	X	X		X					
One Man's Junk Car from Mechanically Minded	$800	$120	$80	$320	0	6	0	0	2	5	0								Hobbies				X										
Osho Nuff Tablet	$415	$62	$41	$166	0	0	0	0	0	0	3								Decorative		X			X				X					
Outside the Box Chair by Imad Ethis	$90	$13	$9	$36	0	3	0	0	0	0	0								Comfort				X									X	
Paw-crafted Teddy Bear	$49	$7	$4	$19	0	3	0	0	10	0									Miscellaneous	X									X				
Paw-crafted Teddy Bear	$49	$7	$4	$19	0	3	0	0	10	0									Miscellaneous	X									X				
Pleasant Daydream Ceiling Lamp	$80	$12	$8	$32	0	0	0	0	1										Lighting		X	X		X		X			X			X	
Pleasant Daydream Rug	$120	$18	$12	$48	0	0	0	0	0										Decorative		X	X		X		X			X			X	
Potential Sculpture by Imad Ethis	$27	$4	$2	$10	0	0	0	0	1										Decorative		X			X		X			X				
Propelling Me Crazy!	$90	$13	$9	$36	0	0	0	0	1										Decorative		X			X					X				
Reader's Desk Supplies by StuffPiles Inc.	$20	$3	$2	$8	0	0	0	0	1										Decorative		X	X		X		X			X			X	
Robert the Robot	$440	$66	$44	$176	0	0	0	0	0	3									Decorative		X			X					X				
Rotating Horses by Erin Tranow	$900	$135	$90	$360	0	0	0	0	0	6									Decorative		X			X	X	X		X	X				
Rough and Comfy Bed	$400	$60	$40	$160	0	1	0	0	2	0	0								Comfort								X		X				
Round and Round Model Train Set	$1,750	$262	$175	$700	0	0	0	0	0	10	2								Hobbies						X				X				
Row Llama Row	$415	$0	$0	$0	0	0	0	0	0	3									Decorative		X			X					X				
S.P.E.L.L.	$2,000	$300	$200	$800	0	0	0	0	0	3	0								Miscellaneous			X							X	X			X
SFC's Progressive Prototype XIII	$800	$120	$80	$320	0	0	0	0	0	5									Decorative		X	X		X					X	X		X	
Sheep and Sheep by Billy Silvester	$95	$14	$9	$38	0	0	0	0	0	1									Decorative		X			X	X	X			X	X			
ShoYou Shoji Screen	$800	$120	$80	$320	0	0	0	0	0	4									Decorative					X		X			X	X			
Side Pocket Pool Table	$2,000	$300	$200	$800	0	0	0	0	10	0									Hobbies					X					X	X			
Simavarious VII Concert Violin	$2,200	$330	$220	$880	0	0	0	0	10	2				X					Hobbies			X		X					X	X			
Sit-Tube-ation by Modulin	$625	$93	$62	$250	0	6	0	0	0	0									Comfort				X										X

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Object Catalog

Comfort

Dining Chairs

Outside the Box Chair by Imad Ethis

- Price: §90
- Need Effects: Comfort 3

This chair makes a set with the Broken-In Desk by Imad Ethis desk, below.

Sit-Tube-ation by Modulin

- Price: §625
- Need Effects: Comfort 6

This chair makes a set with the Desk-Tube-nation by Modulin desk, below.

Living Chairs

Tousled Luxury by Tawny Hide Inc.

- Price: §230
- Need Effects: Comfort 5

Ultra Sport Fan Chair by Al Ike Spordz

- Price: §350
- Need Effects: Comfort 5

Sofas

Bootlegged Comfort by Tawny Hide Inc.

- Price: §320
- Need Effects: Comfort 6 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap)
- Need Max: Energy up to 70 (Nap)

Beds

Rough and Comfy Bed

- Price: §400
- Need Effects: Comfort 1, Energy 2, Fun 2 (Jump)

Baby's Touch Bed

- Price: §1,300
- Need Effects: Comfort 5, Energy 6, Fun 2 (Jump), Environment 2

Miscellaneous

Instant Giant

- Price: §500
- Need Effects: Comfort 6, Environment 1

Surfaces

Tables

Eye of the Brain Trust

- Price: §80

Desks

Broken-In Desk by Imad Ethis

- Price: §70

NOTE

This desk makes a set with the Outside the Box Chair by Imad Ethis dining chair, above.

Desk-Tube-nation by Modulin

- Price: §670

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NOTE

This desk makes a set with the Sit-Tube-ation by Modulin dining chair, above.

Decorative

Plants

The Not so Harmless Cactus

- Price: §35
- Need Effects: Environment 1

Just Orchiding

- Price: §115
- Need Effects: Environment 1

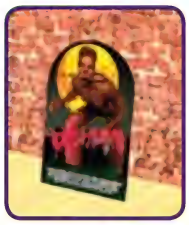
Sculptures

Potential Sculpture by Imad Ethis

- Price: §27
- Need Effects: Environment 1

Spooky, Scary Standup

- Price: §38
- Need Effects: Environment 1

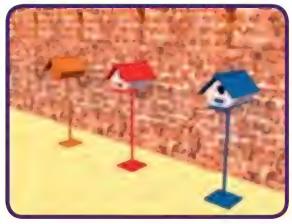


Standing Pigskin Display

- Price: §55
- Need Effects: Environment 1

Fashionable Feeder Birdhouse

- Price: §65
- Need Effects: Environment 1



LawnHenge Piece

- Price: §70
- Need Effects: Environment 1

Part of a two-piece set. See LawnHenge Diagonal Piece, below.

LawnHenge Diagonal Piece

- Price: §70
- Need Effects: Environment 1

Part of a two-piece set. See LawnHenge Piece, above.

Propelling Me Crazy!

- Price: §90
- Need Effects: Environment 1

Ultra Sporty Helmet Display by Al Ike Spordz

- Price: §160
- Need Effects: Environment 1

Hydrogens and Oxygens by Modulin

- Price: §175
- Need Effects: Environment 1

Lil' Mak Xtreme

- Price: §225
- Need Effects: Environment 2

MySims Standup

- Price: §290
- Need Effects: Environment 3

Chicken Checkers Sculpture

- Price: §350
- Need Effects: Environment 3

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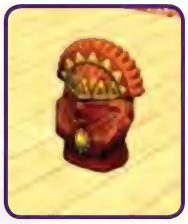
Unexpected Weather Movie Sculpture

- Price: §380
- Need Effects: Environment 3

Little Tut

- Price: §390
- Need Effects: Environment 3



Osho Nuff Tablet

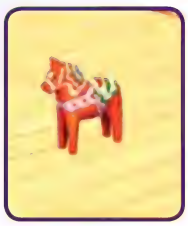
- Price: §415
- Need Effects: Environment 3

Row Llama Row

- Price: §415
- Need Effects: Environment 3

Dala Horse by Great Sculptures

- Price: §425
- Need Effects: Environment 3



Robort the Robot

- Price: §440
- Need Effects: Environment 3

Life at 500x by Tanner Handegord

- Price: §455
- Need Effects: Environment 4

Ultra Sporty Trophy Display by Al Ike Spordz

- Price: §550
- Need Effects: Environment 4

NOTE

The cup is available in gold, silver, and bronze, with two choices of cabinet wood.

SFC's Progressive Prototype XIII

- Price: §800
- Need Effects: Environment 5

Off the Hook Egg

- Price: §3,500
- Need Effects: Environment 10

Wall Hangings

Double Hockey Sticks

- Price: §80
- Need Effects: Environment 1

U-R-Here -n- We-R-Here Poster

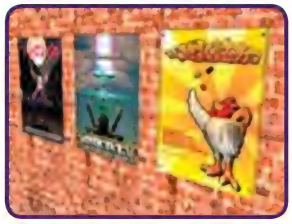
- Price: §55
- Need Effects: Environment 1

NOTE

Four totally different space posters to choose from.

Great Films Movie Posters

- Price: §60
- Need Effects: Environment 1



NOTE

Three different versions for fans of different movie genres.

Teachers Pet Chalkboard

- Price: §80
- Need Effects: Environment 1

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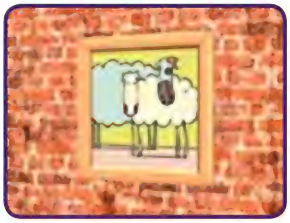
Butterfly Crawler Wall Decal

- Price: §85
- Need Effects: Environment 1

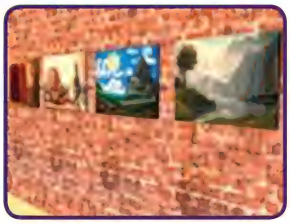
Sheep and Sheep by Billy Silvester

- Price: §95
- Need Effects: Environment 1



Newish Art by Imad Ethis

- Price: §105
- Need Effects: Environment 1



Spare Satin Steppers

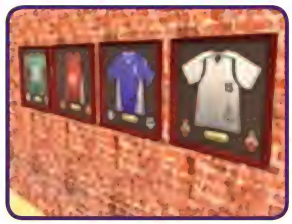
- Price: §175
- Need Effects: Environment 2

On Their Toes by Peder Dahnet

- Price: §275
- Need Effects: Environment 2

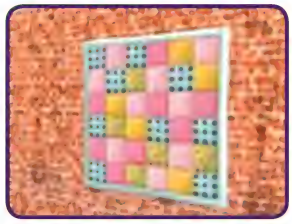
Ultra Sport Fan Shirt by Al Ike Spordz

- Price: §295
- Need Effects: Environment 2



Hearthstone Quilt

- Price: §315
- Need Effects: Environment 2



Artig by Andreas Kriegsloch

- Price: §340
- Need Effects: Environment 3

The Moose Abides by Sue Lann

- Price: §370
- Need Effects: Environment 3

Living Room With Man and Woman by Peter Lighten

- Price: §380
- Need Effects: Environment 3

In a Sims World by M. Ying

- Price: §420
- Need Effects: Environment 3

Eastern Blossoms by Li Qing

- Price: §480
- Need Effects: Environment 4

M.D. Clarke Award For Excellence

- Price: §510
- Need Effects: Environment 4

Rotating Horses by Erin Tranow

- Price: §900
- Need Effects: Environment 6

Mirrors

Ike's Glass Surveillance Device

- Price: §630
- Skill: Charisma (Practice Romance or Practice Speech)
- Need Effects: Hygiene 2 (Gussy Up), Environment 4

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Rugs

All in a Days Work Rug by Imad Ethis

- Price: §45

Bathroommate Footrug

- Price: §60

Looks great under a toilet.

Little Sister Chair Mat

- Price: §70

Looks great under a desk chair.

Modern Sous Chef Rug

- Price: §85

Pleasant Daydream Rug

- Price: §120

EA Sports Baseball Rug

- Price: §130

EA Sports Basketball Rug

- Price: §130

EA Sports Soccer Rug

- Price: §135

EA Sports Cricket Rug

- Price: §135

EA Sports Eightball Rug

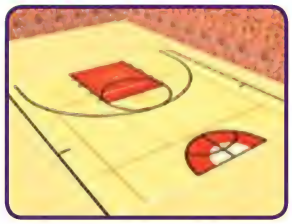
- Price: §135

Isotopia Rug by Modulin

- Price: §180

Half Court Press

- Price: §1,200



This massive rug can be used to create the illusion of a half or full basketball court in conjunction with the H-O-R-S-E of course Basket Ball Hoop, below.

Miscellaneous

The Stacks

- Price: §12
- Need Effects: Environment 1

Reader's Desk Supplies by StuffPiles Inc.

- Price: §20
- Need Effects: Environment 1

Writer's Desk Supplies by StuffPiles Inc.

- Price: §20
- Need Effects: Environment 1

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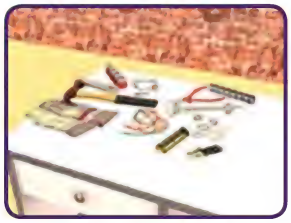
Administrative Desk Supplies by StuffPiles Inc.

- Price: $20
- Need Effects: Environment 1

Workbench Widgets by StuffPiles Inc.

- Price: $25
- Need Effects: Environment 1



Necessary Tools by Imad Ethis

- Price: $25
- Need Effects: Environment 1

Crafty Collection by StuffPiles Inc.

- Price: $25
- Need Effects: Environment 1

Spices and Sundries by StuffPiles Inc.

- Price: $25
- Need Effects: Environment 1

Audio Assortment by Stuff-Piles Inc.

- Price: $25
- Need Effects: Environment 1

I'll Probably Need Those Later electronic supplies

- Price: $25
- Need Effects: Environment 1

Dancing Dreams Mobile

- Price: $80
- Need Effects: Environment 1

It's Out There by Xenotech

- Price: $85
- Need Effects: Environment 1

Emergency Escape Sign

- Price: $85
- Need Effects: Environment 1

ShoYou Shoji Screen

- Price: $800
- Need Effects: Environment 4

Appliances

Cooking

Char-Pane Grill

- Price: $900
- Need Effects: Hunger 10

EliteChef Home Range

- Price: $1,050
- Skill: Cleaning (Clean)
- Need Effects: Hunger 10

Refrigerators

CryonicFresh

- Price: $1,650
- Food Capacity: 200
- Need Effects: Fun 3 (Juggle Bottles or Play), Hunger 10, Environment 2
- Need Max: Fun up to 50 (Juggle Bottles or Play)

Deluxe Coffee Maker by YouBrew

- Price: $95
- Need Effects: Hunger 1, Bladder -1, Energy 3, Fun 1 (Juggle Mugs)
- Need Max: Fun up to 70 (Juggle Mugs)

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NOTE

Sims who drink too much coffee or espresso start to visibly shake.

Interactions:

- Make Coffee: Prepares eight servings. Instantaneous.
- Drink Coffee: Take and consume one cup. Satisfies Energy and Hunger and depletes Bladder. Must be made first. Each cup takes about 30–40 minutes to consume.
- Juggle Mugs: Satisfies Fun.

NOTE

When a Sim is juggling either coffee mugs or espresso cups, other Sims can click on the juggling Sim and choose Join Juggling.

Timeless Toaster Oven

Price: §120

- Need Effects: Hunger 1

Interactions:

- Have Meal: Satisfies Hunger. Makes one serving of specified food.

Frugal Fruitlover's Friend

- Price: §180
- Need Effects: Hunger 2

No interactions. Speeds preparation of food.

The Nanowaver

- Price: §250
- Skill: Mechanical (Repair)
- Need Effects: Hunger 2

Interactions:

- Have Dinner: Dinner hours only. Satisfies Hunger. Makes one serving of TV Dinner. No other meals available.

Large Appliances

Gravitrash by Jackson Compaction

- Price: §500
- Skill: Mechanical (Repair)

Compactor is a large capacity trash can that tucks out of the way inside a countertop object. Sims will fill the unit autonomously or when directed to clean up a piece of trash.

Interactions:

- Empty: Available only if compactor contains trash. Sim takes a trash bag from the compactor and deposits it in the curbside trash can. Can be done before compactor is full. If compactor is full, drawer sticks open, lowering Environment. After eight hours, open drawer begins to stink, further lowering Environment.
- Repair: Fixes broken trash compactor and builds Mechanical skill.

The Dish De-atomizer

- Price: §850
- Skill: Mechanical (Repair)

Dishwashers are much faster than washing dishes in the sink, increasing time efficiency. Household members, Maids, and visitors can put dishes in the dishwasher any time (even if it s running) and there s no need to unload (they magically return to their proper place). Must be installed inside a countertop object but not an island or counter with a sink.

This dishwasher is quiet and won t awaken Sims sleeping in the room.

Interactions:

- Repair: Fixes broken dishwasher and builds Mechanical skill.

Electronics

Entertainment

Zip Zap Zop! Classic Model Car

- Price: §160
- Need Effects: Fun 5 (Play), Fun 3 (Watch)
- Need Max: Fun up to 90 (Play) and 85 (Watch)

The Zip Zap Zop! Classic Model Car toy can be used by one Sim but others may autonomously watch the car as it zooms around the room (getting Fun as well). The car will go wherever it wants; it can t be directed (not by you at least).

Can be placed on any table or counter or on the floor.

Interactions:

- Play with: Satisfies Fun.
- Watch: Satisfies Fun. Autonomous only.

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Falconeer Chopper

- Price: §180
- Need Effects: Fun 5 (Play), Fun 3 (Watch)
- Need Max: Fun up to 90 (Play) and 85 (Watch)

The Falconeer Chopper toy can be used by one Sim but others may autonomously watch the helicopter as it zooms around the room (getting Fun as well). The aircraft will go wherever it wants; it can t be directed (not by you at least).

Can be placed on any table or counter or on the floor.

Interactions:

- Play with: Satisfies Fun.
- Watch: Satisfies Fun. Autonomous only.

TVs and Computers

The Tube in Wood-Paneling

- Price: §800
- Skills: Cooking (Watch Yummy Channel), Body (Work Out), Mechanical (Repair)
- Need Effects: Fun 7 (varied by Sim's reaction to channel); Energy -3, Comfort -3, Hygiene -7 (Work Out); Environment 3

Centerpiece Entertainment Suite

- Price: §2,600
- Skills: Cooking (Watch Yummy Channel), Body (Work Out), Mechanical (Repair)
- Need Effects: Fun 8 (varied by Sim's reaction to channel); Energy -3, Comfort -3, Hygiene -7 (Work Out); Environment 3

Audio

Hi-Fi with Vintage Turntable

- Price: §1,300
- Skill: Body (Work Out), Mechanical (Repair)
- Need Effects: Fun 9 (Dance Together), Fun 8 (Dance Solo), Fun 3 (Listen to Music-in Bed); Energy -3, Comfort -3, Hygiene -7, (Work Out); Environment 2
- Need Max: Fun up to 75 (Dance Solo) or 85 (Dance together) or 60 (Listen to Music)

The GrooveLayer 10k Professional DJ Booth by HotBeets

- Price: §3,000
- Skill: Creativity (Be the DJ)
- Need Effects: Fun 10, Environment 3
- Need Max: Energy -50 (Be the DJ)

Interactions:

- Dance Solo: Sim dances solo as with any audio object.
- Dance Smustle: Sims begin dancing smustle wherever they are on the lot. Other Sims can click on your smustling Sim and join the smustle. Likewise, you can click on other Sims to join your Sim.
- Work as the DJ!: Take over for the DJ on a Community Lot; your Sim works the booth and DJ wanders the lot as fully sociable NPC. Performance tied to your Sim's Creativity skill. While manning the booth, your Sim earns Simoleons for time spent working the job.
- Be the DJ: At home, your Sims can work the DJ booth. They won't earn money but they will build Creativity skill.
- Change Style: While your Sim is working the booth, the style of music can be altered to fast, medium, slow, or House Mix. House Mix pulls MP3s out of your computer's Music folder.
- Request...: Changes the style of music to fast, medium, slow, or House Mix.

May the grooviest Sim rule! Dance contests with this new DJ booth reward Sims with Body skill and Music & Dance enthusiasm.

When this new DJ booth is on a Community Lot, it gains an extra interaction:

- Enter Dance Contest...: Teen or older Sims can initiate a dance contest, selecting either dancing alone or (depending on which expansion packs you have and which dances your Sim has learned) the smustle or other group dances. Contestants talk among themselves while waiting for the contest to fill, gaining Social and Relationship points. Once four contestants have joined, the contest begins. The winner is chosen based on a combination of Body skill, Music & Dance enthusiasm, and a random factor. Dance contest winners get §500. Sims gain Body skill, Music & Dance Enthusiasm, and Fun, but deplete Energy and Hygiene.

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Small Electronics

TalkTime Phonality

- Price: §60

Functions identically to original telephones.

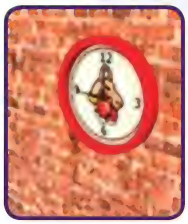
TalkTime Phonality with Mounting Bracket

- Price: §60

Functions identically to original telephones.

The Official Fighting Llama Wall Clock

- Price: §230



Old Time Wall Clock

- Price: §1,100

Lighting

Wall Lamps

Ultra Sporty Boxing Lamp by Al Ike Spordz

- Price: §140
- Need Effects: Environment 1

Ceiling Lamps

Pleasant Daydream Ceiling Lamp

- Price: §80
- Need Effects: Environment 1

Hobbies

Creativity

The BOB 3942 by SoundEscapes

- Price: §1,500
- Hobby: Music & Dance (Practice/Perform/Dance), Tinkering (Tinker/Repair)
- Skill: Creativity (Play/Perform), Repair (Mechanical)
- Need Effects: Fun 10 (Play), Fun 4 (Watch), Environment 1

Interactions:

Let the beats flow with this new synthesizer instrument.

- Practice: Satisfies Fun and builds Creativity skill and Music & Dance enthusiasm. Playing quality increases with Creativity skill.
- Compose: Unlocked when a Sim has 4 or higher Creativity, enabling you to choose from different melody, bass, and rhythm tracks to assemble customized compositions.
- Audition: When composing or performing, use this interaction to sample and select from five tracks each of melody, bass, and rhythm or eliminate tracks from your composition. Switching to a track soon changes the music coming from the synthesizer.
- Save: Once you're satisfied with a custom composition in Compose mode, you can save and name it. Once named, a composition can be selected in Perform mode.
- Perform: Unlocked when a Sim reaches 4 or higher Creativity, Sims can choose to perform a random track or one of their custom compositions. Sims can only play their own compositions; they aren't saved on the object. Builds Creativity and Music & Dance enthusiasm and satisfies Fun.
- Change Style: Unlocked when a Sims has 6 or higher Creativity. When a Sim is performing, you can change the style of the music in Perform and Audition. The style selection depends on the Sim's Creativity skill: Electronica (0), New Age (6), Pop (8), Sci-Fi (9), Classical (10).
- Delete: If a Sim has custom compositions, use this interaction to selectively delete them from the song selections.
- Watch: Available on the synthesizer (or the Sim) when performing or practicing. Satisfies Fun. The more highly skilled the player, the faster watchers' Fun is satisfied. Observers will boo a bad player and cheer a good one, especially if they're Grouchy or Nice, respectively. Dogs will howl at low-skill Sims. If multiple Sims watch, they'll satisfy Social.

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- Dance/Dance...: Sims can Dance—generically or a specific dance like the smustle—to the synthesizer just as they would to a stereo. Dancers satisfy Fun, deplete Energy, and build Dancing skill and Music & Dance enthusiasm.
- Tinker: Sims can tinker with this object to build Tinkering enthusiasm, though Sims with low Mechanical skill may break the object.
- Repair: If the object is broken, Sims can fix it, though speed and risk of electrocution depend on Mechanical skill. Builds Mechanical skill and Tinkering enthusiasm.

Simavarious VII Concert Violin

- Price: §2,200
- Hobby: Music & Dance (Play/Play for Tips/Watch)
- Skill: Creativity
- Need Effects: Fun 10 (Play), Fun 4 (Watch), Fun 8 (Dance), Energy -2 (Dance), Social (Watch, Dance, Play), Environment 2

Whether they're practicing for the concert stage or just playing on the street corner, Sims love to have a fiddle to fiddle with.

Interactions:

- Play: Sim plays, has Fun, and builds Creativity and Music & Dance enthusiasm. Sim's Creativity skill determines how well she plays and how watchers will react.
- Play for Tips (*The Sims™ 2 Nightlife*-only): Sim puts out a tip jar and plays. Sims get Creativity skill, Music & Dance enthusiasm, Fun, and Social. If other Sims put tips in the tip jar, Sim earns money when she stops playing and empties the jar. Sim's Creativity skill determines how well she plays and how watchers will react.
- Watch: Gives Music & Dance enthusiasm, Fun and, if more than one Sim is watching, Social.

Knowledge

Bookworm's Delight

- Price: §700
- Hobby: Film & Literature
- Skill: Cooking (Study), Mechanical (Study), Cleaning (Study)
- Need Effects: Fun 1 (Read or Read to), Fun 1 (Be Read to), Comfort 1 (Write in Diary), Fun 1 (Write in Diary)
- Need Max: Fun up to 75 (Read/Read to/Be Read to)

NOTE

For full information on new bookshelf interactions, including book genres, custom novels, and book discussions, see "Bookshelf Interactions," above.

Exercise

Basic Barre by Deuxjoint Ltd.

- Price: §500
- Hobby: Music & Dance
- Skill: Body (Warm Up/Ballet Exercises), Dance (Warm Up/Ballet Exercises)
- Need Effects: Energy -10 per hour (Warm Up/Ballet Exercises), Hygiene -10 per hour (Warm Up), Hygiene -25 per hour (Ballet Exercises), Fun 1

Only one Sim can use the bar at a time, but you can place several of them on adjacent wall sections to create the look of a continuous bar. Like booth seats, they'll automatically meld together, but Sims working on differently bars *won't* sync with each other.

Interactions:

- Warm Up: Children and older Sims may use this object to improve Fitness (as in the Sim's body shape, not the hobby of the same name), Music & Dance enthusiasm, Body skill, and Dancing skill. Sims' grace using this object is based on their Dancing skill.
- Ballet Exercises: Unlocked only if there's a Better Barre by Deuxjoint Ltd. (Dance career reward object) on the lot and only for Sims with high Dance skill. All Sims do highly skilled moves, because this interaction only appears once a Sim is an accomplished dancer. Depletes the same amount of Energy as Warm Up, but a bit more Hygiene.

NOTE

Dancing is a hidden skill built by dancing to music, with the ballet bar, etc. There isn't a meter to see your Sims' development of this skill, but it manifests in the complexity and grace of their moves on the floor. For a full rundown of Dancing skill, see *The Sims™ 2: Prima Official Game Guide*.

Exerto Super Exercise Bike

- Price: §900
- Hobby: Fitness (Work Out)
- Skill: Body (Work Out)
- Need Effects: Energy -4 (Work Out), Fun 1 (Work Out, Active only), Hygiene -4 (Work Out), Environment 2
- Need Max: Fun up to 90

Interactions:

- All interactions same as standard exercise equipment.

NOTE

If there's a TV in view of the bike, riders will get Fun too. If you use another Sim to turn on a movie on the TV (see "Television Interactions" later in this chapter), a bike-riding Sim can simultaneously build Fitness and Film & Literature enthusiasm.

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Recreation

Don't Wake the Llama

- Price: §800
- Hobby: Games (Play)
- Need Effects: Fun 9 (Play), Environment 5, Social

There's much chatter and trash talking during even the friendliest game of Don't Wake the Llama.

Interactions:

- Play: Child or older Sims start a game and waits for others to join. If no one joins, the Sim plays alone (with no Social need satisfaction). Once at least one other Sim takes a seat, the game begins. All players get Fun and Social satisfaction, Games enthusiasm, and relationship increases. Games will always last at least 10 turns. From this point, a random player will lose sometime in the next three rounds. Winners get an extra boost in Fun, the loser gets a smaller boost.
- Join/Ask to Join: Other Sims can join the game or current players can invite others to step in.

NOTE

You must supply the chairs around this table if you want Sims to actually play the game.

The Goal of Paul

- Price: §950
- Hobby: Sports (Work Out)
- Skill: Body (Work Out)
- Need Effects: Energy -4 (Work Out), Fun 10 (Work Out, Active only), Hygiene -4 (Work Out)
- Need Max: Fun up to 90

Sports loving Sims with big yards will get a kick out of this soccer net.

Interactions:

NOTE

Low Body skill Sims may fall embarrassingly, while high Body skill Sims have a chance to uncork an unblockable special shot.

- Play with...: Child or older Sims take turns as shooter and goalie, taking a random number of shots each before switching, until one or both Sims reach full Fun satisfaction. A Sim's ability at shooting and goalkeeping depends on the Sims' comparative Body skills (plus some random chance). Sims get Fun and Social satisfaction, but deplete Energy and Hygiene. Sims gain Fitness, raise body temperature (*The Sims™ 2 Seasons* only), and build both Sports enthusiasm and Body skill.
- Play Shootout with...: Identical to play, except that players take three shots each and switch once. The Sim with the most made goals wins. If the score is tied after three shots, Sims keep taking turns until one makes a goal and the other fails on the same turn.
- Play Soccer: Child or older Sims shoot on goal alone for Fun satisfaction. Playing solo raises body temperature (*The Sims™ 2 Seasons* only) and depletes Energy and Hygiene, but builds both Sports enthusiasm and Body skill.
- Watch: Other Sims can watch a Sim or Sims using the goal for Fun and Social.

Side Pocket Pool Table

- Price: §2,000
- Hobby: Games (Play, Hustle, Perform Trick Shot)
- Skill: Pool (Hidden)
- Need Effects: Fun 10 (Play), Fun 3 (Watch), Social
- Need Max: Fun up to 60 (Watch)

Pool Skill

Every moment a Sim spends playing pool—either solo or against other players—or doing trick shots, the better at pool and trick shots she'll become. This is due to an invisible Pool skill that Sims acquire as they gain experience with the pool table. There is no way to view Pool skill.

Interactions:

- Play: Sim can play alone for Fun. Up to three more Sims can join; earn Fun and Social. Builds Pool skill. Winner is player with higher Pool skill; if equal, winner is random.
- Join: Joins game in progress. All players get Social in addition to Fun. Builds Pool skill.
- Perform Trick Shot: Sim chooses Xylophone or Cup trick shot, gets Fun. Quality of trick depends on hidden Pool skill. Builds Pool skill. Relationships with all watching Sims are boosted for a successful trick shot and reduced for unsuccessful trick shots.
- Watch: Gives Fun and Social.
- Watch Trick Shots: Relationship with Sim doing the trick shot increased if shot succeeds and decreased if shot fails.
- Hustle: Click on pool table with another Sim is playing solo or click on another Sim when your Sim is playing solo. Select a Simoleon amount for the game stakes. Winner will be Sim with highest Pool skill; if both players are equal, winner is

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random. If your Sim offered the Hustle, the vanquished Sim will reduce Daily Relationship with winner. Not available once game has begun; to change a regular game to a Hustle, cancel the game-in-progress or wait until it ends naturally and then Hustle.

TIP

When performing a Hustle, try to play Sims your Sim doesn't know or need as friends because winning reduces Daily Relationship.

H-O-R-S-E of course Basket Ball Hoop

- Price: §2,750
- Hobby: Sports (Shoot Hoops)
- Need Effects: Fun 10 (Play), Fun 3 (Watch), Energy -4 (Shoot Hoops), Hygiene -4 (Shoot Hoops), Social
- Need Max: Fun up to 60 (Watch)

Interactions:

- Shoot Hoops: Child or older Sims shoot hoops for Fun, Fitness, and Sports enthusiasm. This activity depletes both Energy and Hygiene. Whether a Sim makes a shot depends on Body skill.
- Join/Ask to Join: Child or older Sims can join or be asked to join a Sim in shooting hoops. Sims take turns shooting from the same spot, but no score is kept. Sims get the same effects as playing solo, plus Social satisfaction and relationship increases.
- Watch: Other Sims can watch a Sim or Sims using the goal for Fun and Social.

Making a Basketball Court

With the Design tool and a special rug object, you can give a Sim's lot the look of a half- or full-court basketball court.

Start by placing the alternative design for the basketball hoop; the one with just the hoop structure, without the green hard court area.

If you've already placed the hoop, use the Design tool (R when in Build mode) to click on the hoop and change it to the court-less variation.

Next, go to the Rug catalog (Decorative) and place a Half Court Press rug.

To extend the wooden basketball court floor beyond the court itself (that is, to make out-of-bounds area), use the On the Court Wood floor texture in the Build mode Flooring catalog.

For a full court, do this twice.

The effect is purely visual; Sims won't play full-court ball.

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Miscellaneous

The Formidable Formicarium

- Price: §185
- Hobby: Science
- Need Effects: Fun 3 (Observe Ants), Environment 2

Once placed (or reset, see Shake, below), this ant farm s inhabitants commence tunnel building. After three hours, tunnels begin to show. After another three hours, the tunnel system is fully developed.

The ant farm has three states of ant labor.

Interactions:

- Observe Ants: Once this object is placed on a desk or end table (no other surfaces will do), child or older Sims can look at it to satisfy Fun and build Science enthusiasm.
- Shake: To reset the ant farm to its pristine state, Sims can give it a not-so-gentle shake (for a small bit of Fun). There is, however, a chance some of the ants will escape, crawling on the Sim and causing a drop in both Comfort and Fun.

One Man's Junk Car from Mechanically Minded

- Price: §800
- Hobby: Tinkering
- Skill: Mechanical
- Need Effects: Fun 5, Energy 2, Comfort 6

Initially, this object is a dedicated means for building Tinkering enthusiasm and Mechanical skill. Sims can work on it for a long time before it's finished and build considerable fervor for Tinkering. After a while, however, it becomes a drivable car.

NOTE

Fixed up junkers can be sold on a Sim-owned home-based business. Sims with high Tinkering enthusiasm and one or more attributes that speed the acquisition of it (such as high Mechanical skill, Tinkering as their predestined hobby, etc.) can make money fixing up cars and putting them up for sale. Think of it this way: a junker costs §800, your Sim needs to invest about 8.5 hours fixing it up, the Average (in the For Sale tool) selling cost of a fixed up vehicle is §5,382. That's a pretty big profit! In fact, even selling at the lowest (Ridiculously Cheap) price level gets your Sim §2,340. This is roughly equivalent to a level 8 or 9 career job.

Because the junker is a home-lot-only object, fixed up cars can't be sold via a Community Lot business.

To place this fixable junker, a lot must have a driveway. Find driveways in the Build mode catalog in Garage.

NOTE

For full details on building driveways and constructing garages around them, see *The Sims™ 2 Nightlife: Prima Official Game Guide*

Interactions:

Two Sims can work at the same time, one on each of the car's regions.

These little explosions happen randomly, but they kick your Sim off the job. Pay attention, or your Sim may wander off.

When both parts have been completely worked on, it's time to select a paint color.

When it's all done, it's a drivable car.

- Work on...: Teen or older Sims can work on two parts of this car: the engine and the body. Each of these regions must be worked on separately and completely finished before the car can become functional. Two Sims can work on a car simultaneously: one on the engine and the other on the body. When both regions are complete, the Paint interaction becomes available. Occasionally, the car's engine will smoke, kicking the Sim out of the Work on interaction; select the interaction anew to resume work. Working on either part of the car builds Tinkering enthusiasm and Mechanical skill, satisfies Fun, and depletes Hygiene and Energy. If two Sims work on the car together, both get Social and Relationship points.

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- Paint...: When both parts are complete, teen or older Sims can paint the car. Choosing from several colors, the Sim adds the final touches (tires, etc. are instantly installed at the last moment), converting the junker into a usable car that can be driven to work or Community Lots, or sold as part of a Sim-owned business (*The Sims™ 2 Open for Business*). While painting, Sims get Fun, Tinkering enthusiasm, Mechanical skill, and deplete Energy and Hygiene.
- Rev Engine: Until the junker is finished, teen or older Sims can get in and rev the engine. This provides another indication of the car's condition, but has no other effects.

Upright Pottery Wheel by QuicKraft

- Price: $1,000
- Hobby: Arts & Crafts
- Badge: Pottery
- Need Effects: Energy -1, Comfort -5, Hygiene -2, Fun 5

NOTE

When working on a pottery wheel, the rate at which Sims gain Arts & Crafts enthusiasm differs based on the level of their Pottery badge.

This new crafting station lets your Sims make elaborate pottery for decoration or for sale. Sims also build Arts & Crafts enthusiasm.

Sims can craft any product for which their corresponding Talent Badge qualifies them. The higher their Talent Badge level, the greater the selection of products they can create. Likewise, the higher the Talent Badge level, the lower the chance of flawed product. The higher the product level, the more it ll cost to make and the more time it ll require.

NOTE

Crafting failure is also based on the Sim's Mood and Aspiration score. The lower each is, the greater the chance of a flawed version.

When a Sim begins to craft a product (or assigns an employee to do so), he can change the name of the resulting object. This name stays with the individual object when it s viewed in the owner s inventory along with the name of the lot on which the product was made if it was fabricated on a business lot (home or Community). If a playable Sim buys a crafted product, any custom name and the lot of its origin will be displayed in their inventory as well.

While a Sim works the pottery wheel, he builds the Pottery Talent Badge.

The progress bar over the Sim s head indicates the completion of the current product.

When a playable Sim makes a single pottery item, it appears on the bench, not in inventory. To get it off the station and make bench usable again, the product can be moved with the Hand tool in Buy/Build mode as a regular object, sold with the product s Sell interaction, or placed for sale with the For Sale tool.

Crafting stations can be used as part of a business as an alternative source of inventory or as a home-based job on any home lot (even if it s not a business). To earn money from a crafting station that isn t a business, the Sim can simply create products and either use the Sell interaction (while the finished product is still on the station) or delete it in Buy mode. Both will yield the same price (about 125% of materials cost).

Interactions:

- Make One...: Direct your Sim to make one copy of the specified product. Family funds will be charged for materials when the job is begun and the Sim will work until it's complete. Once done, the product stays on the crafting station.
- Make Many...: Identical to Make One but the Sim will make multiple copies of the same product until directed to stop or when his Needs/Mood kick him out. Products go directly and automatically into either the potter's (home lot) or the owner's (home or Community business lot) inventory.
- Assign Job...: Assign an employee to work the station by using the object's Assign Job interaction and specifying the assigned employee and the product to be produced. Assigned employees automatically Make Many until instructed or compelled by Needs to stop. *The Sims™ 2 Open for Business* only.
- Scrap: If there's an unfinished job on the bench, any playable Sim can throw it out. You gain free access to the station and regain the cost of the scrapped materials.
- Resume: A Sim can always go back to an unfinished job on the crafting station with this interaction, picking up where he left off. Even other Sims can complete an unfinished job but only if their Talent Badge level qualifies them to work on the product on the board. Thus, if an employee has a higher badge level than any playable Sim on a lot, no playable Sim can complete the employee's work on higher-level products.

Products:

Product	Badge Req.	Materials Cost	Value
Plate	None	§30	§40
Vase	Bronze	§35	§55
Tea Set	Bronze	§42	§70
Pot	Silver	§40	§100
Pitcher	Silver	§48	§120
Amphora	Gold	§60	§300

Depending on the crafting Sim s badge level, Daily Aspiration score, and Mood, the product may be a flawed version that costs the same to produce but carries a lower value when sold directly or via a Sim-owned business. These possible variations (with default names) are:

Product	Flawed Product Name	Materials Cost	Value
Plate	Salvador's Sagging Saucer	§30	§20
Vase	Domingo's Drooping Vase	§35	§27
Tea Set	Felipe's Falling Tea Set	§42	§35
Pot	Jacinto's Jaded Jar	§40	§50
Pitcher	Dali's Dashed Decanter	§48	§60
Amphora	Domenech's Jug	§60	§150

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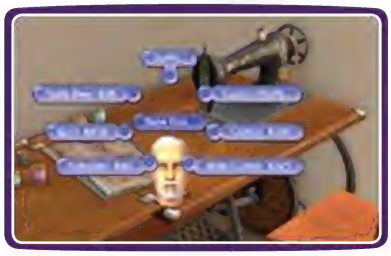
Mechanical Stitching Machine by Antique Artifacts

- Price: §1,250
- Hobby: Arts & Crafts
- Badge: Sewing
- Need Effects: Energy -1, Comfort -3, Hygiene -1, Fun 6

NOTE

When working on a sewing machine, the rate at which Sims gain Arts & Crafts enthusiasm differs based on the level of their Sewing badge.



With a sewing machine, you can make standard crafting objects and, at higher badge levels, wearable clothing.

Interactions:

- Make One...: Direct your Sim to make one copy of the specified product. Family funds will be charged for materials when the job is begun and the Sim will work until it's complete. Once done, the product stays on the crafting station.
- Make Many...: Identical to Make One but the Sim will make multiple copies of the same product until directed to stop or when her Needs/Mood kick her out. Products go directly and automatically into the owner's inventory.
- Assign Job...: Assign an employee to work the station by using the object's Assign Job interaction and specifying the assigned employee and the product to be produced. Assigned employees automatically Make Many until instructed or compelled by Needs to stop. *The Sims™ 2 Open for Business* only.
- Scrap: If there's an unfinished job on the bench, any playable Sim can throw it out. You gain free access to the station and regain the cost of the scrapped materials.
- Resume: A Sim can always go back to an unfinished job on the crafting station with this interaction, picking up where she left off. Even other Sims can complete an unfinished job but only if their Talent Badge level qualifies them to work on the product on the board. Thus, if an employee has a higher badge level than any playable Sim on a lot, no playable Sim can complete the employee's work on higher-level products.

Generally, this sewing machine works just like all the other crafting objects, one major exception. In addition to increasingly complicated objects, Sims with high Talent Badges in sewing can create wearable outfits. Silver badge Sims can make any outfit from the catalog; a cheaper alternative to buying them from a store. Gold badge Sims can make clothes with a unique design combination of your choice.

NOTE

Sims can also make four special outfits, winners of the *H&M® Fashion Stuff* clothing contest. These outfits are designated with the Custom Content icon.

Sewing Machine Products

Product	Badge Req.	Materials Cost	Value
Potholder	None	§40	§50
Teddy Bear	Bronze	§56	§80
Curtain	Bronze	§180	§300
Wide Curtain	Bronze	§225	§375
Quilt	Silver	§450	§900
Outfit	Silver	§120	§400
Custom Outfit	Gold	§75	§750

The first special clothing product your Sims can make becomes available when Sims attain a silver Sewing badge. Sims at this level can make homemade copies of actual wearable outfits (all outfits from Create-A-Sim and some only available via the sewing machine). Every outfit costs §120 to make. To sew an outfit, choose the class of outfit (such as Everyday, Formal, Undies, etc.) and then:

Choose a gender and age group.

Then, select which outfit your Sim will duplicate.

The finished product is placed in inventory from where it can be dragged into the world as a neatly folded stack of clothes.

Click on the stack to sell it (all items sell for §400), incorporate it into the household's wardrobe, or move it into any other household Sim's inventory.

NOTE

You can also sell clothing stacks by deleting them in Build mode.

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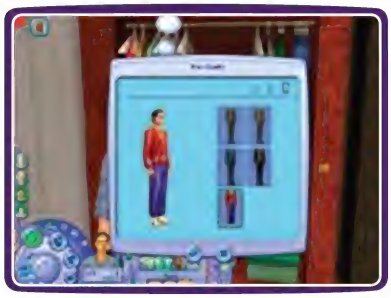
NOTE

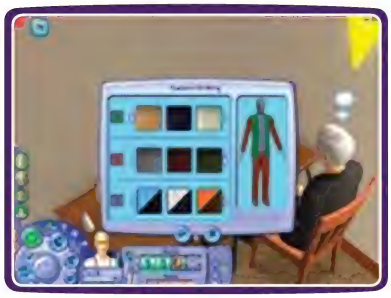
Clothing stacks can also be marked for sale in a Sim-owned business.



If the outfit is added to the wardrobe, any Sims of the chosen gender and age can select it when planning their outfit for the selected clothing class.

The second special clothing product is available only to Sims with a gold Sewing badge. At this level, Sims can design customized outfits. These outfits won't be drawn from the existing outfits, but will bear the color combination you choose. For 75, your Sim can make an Everyday outfit for a specific age and gender:

Start by choosing the age and gender.



Next, pick the color for each region of the outfit. The outfit pattern is divided into three regions, reflected on the pattern dummy in green (region 1), red (region 2), and gray (region 3). For each region, choose a fabric and all areas on the dummy will use that fabric. For example, if we choose white in line 1, all the green-color-coded areas on the dummy will be white.

Once completed, custom outfits can be sold or added to household wardrobe in exactly the same way as regular outfits. Once the outfit is in the wardrobe, Sims of the appropriate age and gender can plan their Everyday outfits to be a custom outfit. As you can see, any custom outfits are highlighted in the outfit selection window with the Custom Content (*) icon.

The three regions correspond to different parts of the outfits for different ages and genders:

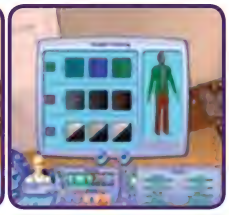
Elder female

Elder male

Adult female

Adult male

Teen female



Teen male

Child female

Child male

Toddler female

Toddler male

Round and Round Model Train Set

- Price: $1,750
- Hobby: Tinkering
- Need Effects: Fun 10, Environment 2, Social

Interactions:

- Operate...: Child or older Sims can activate the train. Sims get Fun satisfaction and Tinkering enthusiasm. Other Sims can watch for Fun and Social. There's a small chance the train will crash, setting fire to the area around the table.
- Watch: Child or older Sims can watch the train as it's being operated to gain Fun and Social satisfaction.
- Add...: Child or older Sims can add elements (such as trees, water, town, etc.) to the train table. Satisfies Fun and builds Tinkering enthusiasm.
- Remove...: Child or older Sims can remove selected elements from the train table. Multi-stage elements are removed gradually, so this interaction can be used to reduce an element to a less developed state. Satisfies Fun and builds Tinkering enthusiasm.
- Help Add/Ask to Help Add: When a Sim is adding elements to the table, several child or older Sims can join (or be invited to join) in for Fun and Social satisfaction and Tinkering enthusiasm. The more Sims involved, the faster the additions go.
- Help Remove/Ask to Help Remove: Same as Help Add, but in reverse.

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Sims can add many attractive visual elements to the train table:

- Mountains
- Signs
- Town
- Trees
- Water

You may not want this many trees on your table.

If this is more what you had in mind, cancel the interaction here and this is how the table will stay.

All elements but water and the mountain have four stages of density; the longer the Sim spends adding the element, the more of the chosen element will be placed on the table. Because you may not want to have, for example, too many trees on the table, you can stop at a lower density stage by canceling the interaction before it s done. Likewise, you can reduce an element s density by using the Remove interaction, waiting for the table to downgrade to a less dense state, and cancel that interaction. Mountains and water have only two states: none and big.

Though train table fires are rare, it's probably a good idea to have a smoke detector in the same room.

Miscellaneous

Children

Paw-crafted Teddy Bear (2 Versions)

- Price: §49
- Need Effects: Comfort 3 (Carry, Play-Child), Fun 10 (Play-Child), Fun 8 (Play-Toddler), Fun 9 (Talk Through), Social (Talk Through)
- Need Max: Fun up to 85 (Toddler) or 90 (others)

Interactions:

- Carry: Children. Satisfies Fun and Comfort.
- Play: Children and toddlers. Satisfies Fun and Comfort.
- Talk Through To: Teen/adult/elder to any other Sim. Satisfies Fun and Social.

Lil' Angel Potty Chair

- Price: §65
- Skill: Potty Training
- Need Effects: Bladder 10

Interactions:

- Potty Train Toddler: Teen/adult/elder. Teaches toddler to use potty. Gradual process. Depletes Energy and satisfies Social.
- Take to Potty: Teen/adult/elder. Available after complete potty training. Toddler always accepts. Depletes Energy and satisfies Social. Useful when toddler can't get to potty (e.g., because of stairs).
- Use: Satisfies Bladder. Once potty trained, toddler can use potty without help.
- Empty: Increases Environment and makes potty usable (if full).

High Society High Chair

- Price: §65
- Skill: Cleaning (Clean)
- Need Effects: Comfort 2, Hygiene -1 (if dirty)
- Need Max: Comfort up to 70

NOTE

If any of the toddler's Needs drop too low while in the chair, he'll cry, whine, or tantrum. If he's left in the chair too long and his Hunger or Social fails, the Social Worker will come and remove the toddler from the household.

Interactions:

- Place Toddler in Chair: Teen/adult/elder puts toddler in high chair. Toddler can't do this himself and can't get out. If high chair is dirty, depletes Hygiene.
- Serve Toddler Food: Bring toddler a bowl of toddler mush from refrigerator. Autonomous if a meal is being served.
- Give Bottle to Toddler: Bring toddler a bottle from refrigerator.
- Clean Up Bowl/Bottle: Removes and disposes item from tray.
- Let Toddler Out: Removes toddler from the chair and places him on the ground. If remover is Neat, he'll clean the chair.
- Hold Toddler: Removes toddler from chair.
- Clean: Cleans dirty chair. Improves Environment and builds Cleaning skill.

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Contained Fun Toybox

- Price: §75
- Need Effects: Fun 7
- Need Max: Fun up to 85

Interactions:

- Get Toys Out: Child/toddler/adult/elder. Take a toy out of the box and place it on the floor to make the toy available to a toddler.
- Join/Ask to Join: Child only. Click on other child playing with toys from box to join in play and group talk. Satisfies Fun and Social.
- Play with Toys: Child or walking toddler pulls toy from box and plays with it. Satisfies Fun.
- Play with: Toddler or child plays with toy already on the floor. Satisfies Fun.
- Put Away: Put individual toy away. Autonomous for Neat.
- Put Toys Away: Puts away all toys on lot. Autonomous for Neat.

Teeny Tikes Activity Table

- Price: §200
- Hobby(s): Tinkering (Play with Blocks), Arts & Crafts (Draw)
- Skill(s): Mechanical (Play with Blocks), Creativity (Draw), Cleaning (Clean Up)
- Need Effects: Fun 6, Energy -1, Social

Kids can get a head start on their Creativity and Mechanical skill and Arts & Crafts and Tinkering enthusiasm with this activity table.

NOTE

If multiple Sims use the table, they all gain Social satisfaction and Relationship increases.

Interactions:

- Play with Blocks: Toddler or child Sims use the table to build block structures. The older the Sim and the higher their Mechanical skill, the more elaborate the result. Sims gain Fun satisfaction, Mechanical skill, and Tinkering enthusiasm, but deplete Energy.
- Draw: Toddler or child Sims use the table to make drawings, building both Creativity and Arts & Crafts enthusiasm. The older the Sim and the higher the Creativity skill, the more detailed the drawings will be. Drawings remain on the table once complete, but can be moved to a flat surface, hung on a wall, or placed in inventory with the Buy/Build mode Hand tool.
- Clean Up: Child or older Sims can clean up the entire table at once. Any drawings (complete or incomplete) are thrown away. Builds Cleaning skill, but depletes Fun and Energy.
- Scrap: Child or older Sims can throw away their drawing or any other that's been left on the table. Builds Cleaning skill, but depletes Fun and Energy.
- Resume Drawing: Sims can resume their own incomplete drawings.

NOTE

The Scrap and Resume interactions are also available on the incomplete drawings themselves while they're on the table. They can't, however, be picked up with the Hand tool until they've been finished.

NOTE

No matter how unbelievably gifted your Sim youngsters may be, their drawings can't be sold for money.

Wonderland Sleigh Crib

- Price: §300
- Need Effects: Energy 12, Social (Tuck In)

Interactions:

- Put Baby/Toddler in Crib: Teen/adult/elder puts baby/toddler in crib. If baby/toddler Energy is very low, she'll automatically go to sleep. If toddler Energy is high, she'll cry. If Energy is low but above automatic sleeping level, and other motives are low, toddler will cry and shake bars.
- Tuck In Baby/Toddler: Teen/adult/elder only when baby/toddler is sleeping. Satisfies Social.
- Hold Baby/Toddler: Teen/adult/elder picks up baby/toddler.
- Let Baby/Toddler Out: Teen/adult/elder picks up baby/toddler and places her on the floor.
- Sneak Out: Walking toddlers shaking the crib may autonomously sneak out of the crib by themselves.

Lil' Jailbird Canopy Crib

- Price: §325
- Need Effects: Energy 12, Social (Tuck In)

Interactions:

- Put Baby/Toddler in Crib: Teen/adult/elder puts baby/toddler in crib. If baby/toddler Energy is very low, she'll automatically go to sleep. If toddler Energy is high, she'll cry. If Energy is low but above automatic sleeping level, and other motives are low, toddler will cry and shake bars.
- Tuck In Baby/Toddler: Teen/adult/elder only when baby/toddler is sleeping. Satisfies Social.
- Hold Baby/Toddler: Teen/adult/elder picks up baby/toddler.
- Let Baby/Toddler Out: Teen/adult/elder picks up baby/toddler and places her on the floor.

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- Sneak Out: Walking toddlers shaking the crib may autonomously sneak out of the crib by themselves.

Good Times Changing Table

- Price: §425
- Need Effects: Hygiene 10

Interactions:

- Dress Baby/Toddler in Everyday/PJs: Teen/adult/elder changes baby/toddler into other outfit.
- Change Diaper: Teen/adult/elder changes baby/toddler's diaper. Baby/toddler gets Hygiene (more than changing without changing table).

Party

Sweetening Fruit Nectar Bar

- Price: §375
- Hobby: Cuisine
- Need Effects: Environment 4

If juice isn t swanky enough, your Sims can drink or serve the somewhat more haute nectar. This bottled beverage comes in three varieties: grape, peach, and berry.

Nectar. The beverage for more refined Sims.

Interactions:

- Drink: Teen or older Sims can prepare one drink of nectar and consume it. Preparing the drink gives Fun and downing it satisfies Hunger and Fun while depleting Bladder. Both steps provide Cuisine enthusiasm.
- Serve: Teen or older Sims can dole out four servings of the nectar of your choice. Preparing the drinks gives Fun and downing each satisfies Hunger and Fun while depleting Bladder. Both steps provide Cuisine enthusiasm.
- Clean Up: Sim disposes of any unconsumed servings on the bar.

NOTE

Sims with Playful personalities or Pleasure aspirations are more attracted than most to drinking nectar. Mrs. Crumplebottom (*The Sims™ 2 Nightlife*) is especially keen on the stuff, rivaled only by her obsession with bowling, bars, and card playing.

Ultra Serious Fan Island Bar by Al Ike Spordz

- Price: §1,700
- Need Effects: Fun 3
- Need Max: Fun up to 50 (Juggle), 80 (Make Drinks), 50 (Consume Drinks), or 70–90 (Drink from Bottle, depends on Playful/Serious)

NOTE

If you place identical bars side by side, they'll connect, though this bar appears to have an intervening space.

Interactions:

- Order Drink: Community Lot only. Order a Blended (§15) or Poured (§10) drink from NPC Bartender. Drinking satisfies Fun.
- Tend Bar: Community Lot only. Young adult or older can replace the NPC Bartender at the machine and serve any Sims who order drinks. Earn Simoleons for time spent working job, awarded when you cancel interaction.
- Drink from Bottle: Home lot only. Satisfies Hunger and Fun. Playful Sims get a higher maximum Fun than Serious.
- Make a Drink: Home lot only. Satisfies Fun. Prepares single drink.
- Make Drinks: Home lot only. Prepares multiple drinks.
- Juggle Tumblers: Home lot only. Satisfies Fun.
- Join: Home lot only. Join Juggling. Satisfies Fun.

S.P.E.L.L.

- Price: §2,000
- Need Effects: Fun 3
- Need Max: Fun up to 50 (Juggle), 80 (Make Drinks), 50 (Consume Drinks), or 70–90 (Drink from Bottle, depends on Playful/Serious)

See Ultra Serious Fan Island Bar by Al Ike Spordz, above.

Community Lot Only Objects

Surfaces

Exquisi-tique Food Judging Table

- Price: §810
- Need Effects: Environment 2

Interactions:

- Submit Food: Teen or older Sims can enter if they have an uneaten group meal in their inventory. Only one contest can be held per visit to a Community Lot. To start a new one, your Sim must go to another lot and return.

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Only these dishes are eligible for competition:

- Baked Alaska
- Berry Pie
- Cake
- Cereal
- Cheesecake
- Chef Salad
- Chili Con Carne
- Crepes Suzette
- Gelatin
- Grandma's Comfort Soup
- Grilled Cheese Sandwiches
- Hamburgers
- Hot Dogs
- Lunch Meat Sandwiches
- Mac and Cheese
- Omelettes
- Pancakes
- Pork Chops
- Ribs
- Salmon
- Spaghetti
- Toaster Pastries
- Turkey

NOTE

You can actually use any eligible group meal as a contest entry, but it must be mostly intact; at least five servings must remain when you drag the serving dish into the Sim's inventory. Because Make Food for Contest ends with the food placed *directly* into inventory, you won't risk hungry Sims taking a serving before you can prevent it.

This object enables Sims with Cooking skill to put their abilities to the test. Whose cuisine will reign supreme? Let s see.

When your Sim is on a Community Lot with this object, he can participate in a food contest. To enter, one of your controllable Sims must have a dish to submit. Sims can either:

1. Cook a dish at home (using the Make Food for Contest interaction on any refrigerator, toaster oven, grill, or stove), or
2. Cook the dish on the Community Lot if it has the necessary equipment.

NOTE

Because the equipment used to create a meal impacts its number of food points, it's best to cook where you can find the best usable equipment. Copur's Kitchen Cook-Off in Desiderata Valley has a food judging table and excellent cooking objects.

In either case, the food prepared with this interaction goes directly into your Sim s inventory, where it is preserved indefinitely. When you want the Sim to begin the contest, use the table s Submit Food interaction and choose the dish you want to enter; this begins the contest. You can direct other Sims with food in their inventory, if any, to join the contest. Any remaining spaces will be filled in with Townies or other non-playable Sims who enter randomly generated dishes based on their Cooking skill. While waiting, contestants chat, building Social and Relationship scores.

To begin a food contest, click on the food judging table.

Once all four slots are filled, the Food Judge takes a sample of each and declares the winner based on the entry s total food points. If there s a tie, the winner is picked randomly. Contest winners get §500 and the framed first place food contest ribbon in their inventory. This can be hung on a wall at home.

NOTE

If you remove your Sim from the table before the winner is announced, his entry can still win, but he'll get neither the money or the ribbon.

NOTE

Once the judging is over, all the entered food becomes edible as group meals. Mmmm...free loser food.

Electronics

Neukum Systems Cor3Nerd Indie Wave Wall Speaker

- Price: §400
- Need Effects: Fun 2

Miscellaneous

Endeavor Office Freestanding Game Rack

- Price: §4,000
- Need Effects: Fun 4, Environment 6
- Need Max: Fun up to 80

Interactions:

- Buy: Satisfies Fun. Purchase new games to be available in all video game consoles and computers in the household.

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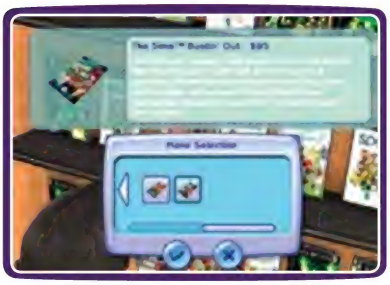


Though it displays only the new lineup of games, your Sims can buy any video game from these new racks.

This new game rack displays several new games that your Sims can buy for their computers and game consoles. Though only the new games are visible on the rack, you can buy the old games from this rack or the new games from the old rack.

Non-Catalog Objects

Activity Table Drawings

- Resale Value: §0
- Need Effects: Environment 1

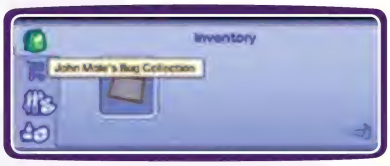
When children or toddlers complete a drawing on the activity table, it can be used to decorate their house. Completed drawings remain on the table unless you direct a Sim to clean up the table. Cleaning up destroys the artwork, but you can instead preserve it by using the Buy/Build mode Hand tool to pick up the drawing. Once attached to the Hand tool, the activity table drawing works just like a photograph, certificate, or other wall/surface placeable art.

Activity table drawings make precious additions to Sim's décor.

If placed on a wall, the drawing will mount (crookedly for added charm) to the wall. If laid on a surface, the drawing will sit flat rather than in a standing frame (à la photos). In either location, it can be viewed for Fun and provides a bit of Environment score boost.

Bug Box

- Resale Value: §0
- Need Effects: Environment 1



Check in your bug hunting Sim's inventory for a special item.

After Sims catch their first bug (see Hunt Bugs), a bug box is added to their personal inventory. This display case can be hung on a wall or placed on a surface to display your Sim s discoveries.

Viewing a bug box brings up this display of your Sim's collection.

Once placed, the box appears to be a standard decorative object, but its View interaction does something unusual. Instead of simply watching your Sim view the box, you ll see a special Bug Collection window. This window contains three scrolling pages, each for a different type of bug: beetles, butterflies, and spiders.

Each page features 10 grayed-out slots for different specimens of each type.

As your Sim finds a sample of each of the 30 kinds of bugs, the slot fills in with a picture of the bug.

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All Sims, regardless of Nature enthusiasm, can find beetles and some butterflies. To find the rest of the butterflies and the spiders, however, a Sim must spend more time dedicated to the Nature hobby; remaining butterflies and some spiders can be found after reaching Nature enthusiasm level 5 and all bugs can be found after level 8.

Clothing Bundle

- Resale Value: §400 (Outfit)/§750 (Custom Outfit)

Clothing bundles are added to Sims inventories when they make outfits or custom outfits with the sewing machine. This bundle can be dragged to a floor or surface where it has two interactions available:

Interactions:

- Add to Wardrobe: This interaction instantly adds the outfit to the household's selection of clothing. Once added to the household wardrobe, the clothes can't be resold.
- Sell: Instantly removes the bundle in exchange for its stated price.

Another way to sell bundles (for the same price) is to delete it via the Buy/Build mode Hand tool.

Finally, clothing bundles can be marked for sale in a Sim-owned business (*The Sims 2 Open for Business*).

First Place Food Contest Ribbon

- Resale Value: §175
- Need Effects: Environment 1

Awarded for winning a cooking contest via the Exquisitique Food Judging Table object. This box-framed prize can be hung on the wall and viewed for Fun.

Dusty Old Lamp (a.k.a. Genie Lamp)

- Resale Value: §1,000 (via Sell Lamp interaction only)
- Need Effects: Environment 4

Interactions:

- Sell Lamp: Available only if the lamp hasn't been rubbed. Sims can dispose of the lamp instantly for §1,000.
- Rub Lamp: Teen or older Sims can summon the Genie (see the New NPCs chapter) who will grant them three wishes.
- Summon Genie: If a Genie has been dismissed—with wishes remaining—any teen or older Sim on the lot can summon it out of the lamp to grant another wish.

NOTE

For details on the Genie, see "Genie" in the New NPCs chapter.

Hobby Magazines

- Resale Value: §15
- Need Effects: Fun 1

Every hobby has a magazine dedicated to it (see Buy Hobby Magazines in the Hobbies chapter). Only a Sim with level 3 enthusiasm in a hobby can subscribe its magazine (via the telephone), but any Sim in a household can read it once it s been delivered.

Hobby magazines make for fun reading and plenty of enthusiasm.

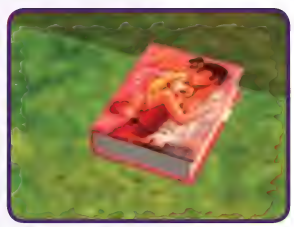
While Sims read hobby magazines, they build enthusiasm for its subject hobby until the magazine is used up. Once a magazine has been read (by anyone or combination of Sims) for several hours, it turns into trash.

Hobby Plaque

- Resale Value: §120
- Need Effects: Environment 1

Awarded reaching level 10 in a hobby. This plaque can be hung on the wall and viewed for Fun.

Novel



- Resale Value: §0
- Hobby: Film & Literature

Novel writing changes a bit with *The Sims 2 FreeTime* in that it now produces an actual, customized book that your Sims can pick up and read.

When a Sim finishes writing a novel on the computer, it s delivered to her front door, with the cover and title you chose.

In everything but appearance, a custom novel behaves just like any other book. If left out, many of the applicable bookshelf interactions also appear on the book, including the new Discuss With interactions (if your Sim has the requisite level 3 Film & Literature enthusiasm).

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When on the bookshelf, custom novels are unique because they can be selected individually under the new Read Novel interaction, but only if the copy of the book has been put away in the bookshelf. They can be chosen for discussion with the Discuss Custom interaction (which is unlocked only after the household has its first custom novel).

NOTE

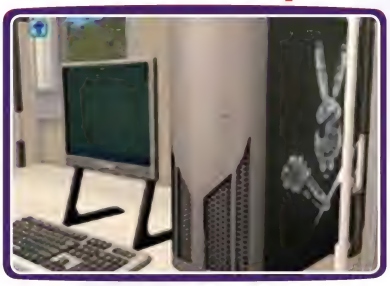
Due to the collective nature of a household's bookshelves, a single novel can be in several places at once when put away, but in only one place when being read or left out. If the book is put away, Sims can choose it from any bookcase on the entire lot. Once, however, a Sim has extracted a specific novel, it is no longer available—for reading or discussion—on any bookshelf.

When reading a custom novel, the Sim gets Film & Literature enthusiasm and displays the thought bubbles you chose when your Sim originally wrote it.

NOTE

For details on the novel writing, see "Computer Interactions" earlier in this chapter.

Mr. Humble's Computer



Sims gain Mr. Humble s computer after a visit from Mr. Humble (see the New NPCs chapter for details).

Mr. Humble leaves a package at the doorstep of new lots as well as lots played for the first time after installing *The Sims 2 FreeTime*.

Click on Mr. Humble's present to have Mr. Humble's computer added to your Sim's inventory.

In addition to its unbelievably cool design, Mr. Humble s computer contains an additional bonus: once the computer is placed, some game called *The Sims 3* becomes available from all household computers and game systems.

Wanna play *The Sims™ 3* now? Well, you can't, but your Sims can.

Otherwise, Mr. Humble s computer works just like every other computer.

Ground-Based Interactions

Birdwatch

- Hobby: Nature
- Need Effects: Fun 2

Birdwatching Sims keep their spyglasses pointed skyward.

All child or older Sims can build their Nature enthusiasm by birdwatching via the ground-based Birdwatch interaction. Sims pull out a pair of binoculars and peer around their lot in search of rare and interesting birds.

Each bird the Sim spies appears as a thought bubble:

Unlike in bug hunting, Sims don t actually note or collect their birdwatching finds anywhere; it's just a way to pass the time and develop Nature enthusiasm.

Hunt Bugs

- Hobby: Nature
- Need Effects: Fun 3, Hygiene -4

All child and older Sims can develop their Nature enthusiasm by collecting bugs through the outdoor ground-based Hunt Bugs interaction. Sims root around in their yard in search of bugs, satisfying Fun and depleting Hygiene.

NOTE

While bug collecting, there's a chance the Sim may be attacked by bees.

When Sims find their first bug, they re immediately given a bug box in their personal inventory. When placed on their lot (hung on the wall or placed on a surface) the box can be viewed to reveal their bug collection. The bug box is divided into three parts: beetles, butterflies, and spiders. As Sims find a specimen of each, its spot in the box fills in with the image of the bug.

Sims get dirty when hunting for bugs, but they end up with a sweet box full of dead bugs stabbed with pins. Neato.

Which bugs Sims can find depends on their Nature enthusiasm level. Any Sim can find beetles and some of the butterflies, but only Sims with elevated Nature enthusiasm can find the other kinds. All butterflies and some spiders

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can be collected when a Sim has level 5 Nature enthusiasm. The hardest-to-find spiders can be found only at or above level 8 Nature enthusiasm. The ability to find these more advanced bugs isn t permanent, but only persists as long as the Sim keeps her Nature enthusiasm high enough. If, for example, a level 8 Sim drops to level 7, she won't be able to find any rare spiders until she builds back up to level 8

For a list of the bugs your Sim can catch, see Bug Box earlier in this chapte

Stargaze

- Hobby: Science
- Need Effects: Comfort 3, Fun 2

Until now, stargazing was just something Sims could do for Fun and Comfort. Now however, it s a great way to gain Science enthusiasm. During nighttime hours, Sim can still lie on the grass and stare heavenward, but now their thoughts will be exclusively about things celestial (constellations, planets, etc.).

The entire time they re stargazing, Sims accumulate Science enthusiasm. Occasionally, Sims may see a shooting star and gain an extra boost of Science enthusiasm.

When a stargazing teen or older Sim suddenly sits up and points, he's seen a shooting star.

NOTE

Child Sims can stargaze and even see shooting stars, but they don't sit up and point like older Sims. They just get the boos in enthusiasm.

New Collections

The Collections panel contains seven new collections:

- The Sims™ 2 FreeTime
-
-
-
-
-
-

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Chapter 6: New Socials

One of the joys of free time is the chance to interact with friends and other random folks, so your Sims will have a host of new social interactions at their disposal. They can even take advantage of a new kind of relationship that rewards Sims for stable, long-term friendships.

This chapter will introduce you to the new Best Friends Forever relationship and every new Sim-to-Sim, self-, and object-based interaction.

New Relationships

Sims who ve known each other for a long time can get a special relationship that makes life easier for both of them.

Best Friend Forever

Sims who ve been Best Friends for a long time are clearly in it for the long haul. Their relationship is not one to be broken by brief neglect, conflicting priorities, or even direct conflict. Longtime friends can keep their friendship alive with less effort, forgive more easily, and have a certain way of interacting that s just between them.

Until now, this kind of relationship didn t exist in *The Sims 2*, but now it does. Sims who ve had a Best Friend relationship for two days gain an additional relationship: Best Friends Forever.

The Best Friends Forever icon indicates a very special relationship.

There are several benefits to having a BFF relationship:

- Slower Decay: BFFs get a slower rate of Daily relationship decay.
- Faster Furious Decay: If a BFF is furious at the other, the Furious state decays more quickly.
- Always Available: BFFs will always answer your Sim's call—no matter the hour—unless they're at work or school.
- Special Interaction: BFFs can use a powerful Entertain interaction (Inside Joke) available only to them. See "Entertain Interactions."
- Special Greet: When a Sim's BFF enters your Sim's lot, he does something no other visiting Sim does. If your Sim is outdoors when her BFF arrives, the BFF will do a long distance greeting. Your Sim will be so excited, she'll drop whatever she's doing and give her BFF a warm hug.

NOTE

If a Sim's BFF arrives on the lot, but your Sim is indoors, the BFF won't do the far away greeting, but will instead be auto-greeted. This gives the visitor full access to the lot without being explicitly greeted—individually or collectively—by any household Sims.

NOTE

Sims can have multiple Best Friends Forever.

Social Interaction Directory

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)
Ask for Hobby Instruction	Ask	-100	100	And	-100	100	—	—	Not Autonomous
Check on Baby	Baby	-100	100	And	-100	100	—	—	Not Autonomous
Discuss Books With	Bookshelf	-100	100	And	-100	100	—	—	Not Autonomous
Folk Song	Main	-100	100	And	-100	100	—	—	Outgoing or Playful
Impart Knowledge	Talk	-100	100	And	-100	100	—	—	Not Autonomous
Inside Joke	Entertain	-100	100	And	-100	100	—	—	Playful
Instruct in Hobby	Talk	-100	100	And	-100	100	—	—	Not Autonomous
Share Hobby Tips	Main	-100	100	And	-100	100	—	—	Not Autonomous
Sing Nursery Rhyme	Main	-100	100	And	-100	100	—	—	Playful
Smooth Talk	Flirt	-100	100	And	-100	100	—	—	Not Autonomous
Talk About Hobby	Talk	-20	100	And	-20	100	—	—	Outgoing
Teach Nursery Rhyme	Main	-100	100	And	-100	100	—	—	Playful
Toss Football	Play	-20	100	Or	0	100	—	—	Not Autonomous

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Sim-to-Sim Interactions

Top Menu Interactions

Folk Song

- Who: Teen/young adult/adult/elder to teen/young adult/adult/elder

NOTE

Available only to Sims who've unlocked it via their Lifetime Aspiration rewards (Pleasure Aspiration). For more detail see the Lifetime Aspiration chapter.

1. Daily › 0, or
2. Daily -25 to 0 and Lifetime › 20, or
3. Daily -25 to 0, Lifetime ‹ 20, and Playful/Serious › 7, or
4. Daily -25 to 0, Lifetime ‹ 20, and Playful/Serious ‹ 7, and Outgoing/Shy › 7

Always available once unlocked. Sims can sing this rowdy ditty with other Sims. All Sims get Fun and Social and Daily Relationship increases with each other. The amount of Social satisfaction increases with the number of singers. Any Sim involved in the singing not just the one who started the song can invite others to join with the Ask to Join interaction. Other Sims can join without being asked, if they use the Join in Singing interaction on any participating singers.

Listen to Instructions

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Always accepted. Only available on Sims with level 9 hobby enthusiasm who are currently instructing their hobby to another Sim. Sims level 7 or less in a hobby can gain enthusiasm in that hobby by joining a lesson-in-progress by a more enthusiastic Sim. Note that this Sim must have at least a momentary interaction with an object that builds enthusiasm for the hobby (enough to see the gained hobby enthusiasm icon overhead) for the interaction to be available. For full details, see Instruct in Hobby later in this chapter.

Listen to Knowledge

- Who: Child/teen/young adult/adult/elder to teen/young adult/adult/elder

Always accepted. Only available on Sims with the Impart Knowledge Lifetime Aspiration Benefit who are currently imparting knowledge to another Sim. Sims below approximately level 7 in a skill can gain skill development by joining a lesson-in-progress by a more skilled Sim. For full details, see Impart Knowledge later in this chapter.

Share Hobby Tips

User Directed	Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime
Yes	No	10	4	1	10	4	1	0	-3	0	0	-3	0
Yes	No	—	—	—	—	—	—	—	—	—	—	—	—
Yes	No	10	5	1	10	5	1	0	-4	0	0	-4	0
Yes	Yes	15	4	1	15	4	1	0	-4	0	0	-4	0
Yes	No	10	4	1	10	4	1	0	-3	0	0	-3	0
Yes	Yes	12	6	2	12	6	2	—	—	—	—	—	—
Yes	No	10	4	1	10	4	1	0	-3	0	0	-3	0
Yes	No	20	5	1	20	5	1	—	—	—	—	—	—
Yes	Yes	12	7	2	12	7	2	0	-3	0	0	-3	0
Yes	No	12	8	1	12	8	1	0	-10	-2	0	-10	-2
Yes	Yes	10	4	1	10	4	1	0	-3	0	0	-3	0
Yes	Yes	10	5	2	16	10	3	0	-2	0	0	-2	0
Yes	No	8	5	1	8	5	1	0	-2	0	0	-2	0

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- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

NOTE

Available only to Sims who've unlocked it by reaching hobby enthusiasm level 6 in any hobby. Note, however, that the interaction can only be done in the context of *the same* hobby for which the initiating Sim has reached level 6. For example, a Sim with level 6 in Nature will have this interaction available on a Sim who's birdwatching, but not on a Sim who's stargazing.

Always available once unlocked. Sims with high hobby experience can speed the enthusiasm gain for another Sim by using this interaction while other Sim is using the following objects or interactions:

- Arcade Machines (Games)
- Axe Throwing (Sports)
- Biotech Station career reward (Science)
- Easel (Arts & Crafts)
- Fishing (Nature)
- Pinball Machine (Games)
- Playing Modular Synth (Music)
- Playing PC Games (Games)
- Playing Piano (Music)
- Playing Violin (Music)
- Pottery Wheel (Arts & Crafts)
- Restorable Car (Engineering)
- Robotery craft table (Engineering)
- Sewing Machine (Arts & Crafts)
- Surgical Dummy career reward (Science)
- Tinkering (Engineering)
- Using Basketball Hoop (Sports)
- Using Exercise Bike (Fitness)
- Using Hydroponics Garden (Nature)
- Using Soccer Net (Sports)
- Using Telescope (Science)
- Using Treadmill (Fitness)
- Using Workout Benches (Fitness)

Sims can help a fellow enthusiast with this interaction no matter what the other Sim s enthusiasm for the hobby (even if the recipient s is higher).

The initiating Sim also builds enthusiasm during the interaction, and the receiving Sim gets double the normal enthusiasm gain speed. Both Sims satisfy Fun and Social and gain relationship.

Sing Nursery Rhyme

- Who: Toddler/child/teen/young adult/adult/elder to toddler or toddler to toddler/child/teen/young adult/adult/elder

NOTE

Learning the nursery rhyme is a big moment in a toddler's life. As such, they earn 600 Lifetime Achievement points for the milestone.

Once a toddler has learned to sing the nursery rhyme (see Teach Nursery Rhyme, below), he or she can sing it with any other Sim (including another toddler). Likewise, any toddler or older Sim can sing the nursery rhyme with a toddler who s learned the song. In either case, one of the Sims involved in the interaction *must* be a toddler and any toddler involved in the interaction must have learned the nursery rhyme. Child or older Sims needn t have learned the nursery rhyme as toddlers to be able to sing it with a toddler.

Both Sims receive Fun and Social and build relationship and Music & Dance enthusiasm.

Teach Nursery Rhyme

- Who: Child/teen/young adult/adult/elder to toddler

Always available on a toddler who hasn t yet learned the nursery rhyme.

Sims can teach a lovely nursery rhyme to a toddler by spending some dedicated time (just as in teaching to walk and talk and potty training). The bar over the toddler s head indicates progress toward learning the nursery rhyme. When the teaching process is complete, toddlers can sing the nursery rhyme to themselves (self-interaction) or with other Sims (initiated by the toddler or the other Sim).

Learning the nursery rhyme satisfies Fun and Social and builds relationship, Music & Dance enthusiasm, and Charisma.

NOTE

When learning the nursery rhyme, the progress bar for Charisma won't be visible. You only see the learning bar for the nursery rhyme.

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Ask Interactions

Ask for Hobby Instruction

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if Sim B s:

1. Mood is positive and Daily › -20, or
2. Mood is positive and Daily ‹ -20, and Lifetime › -10

This interaction allows a Sim with low enthusiasm in a hobby (0 7) to ask a more devoted Sim (9 10) to instruct them in their shared hobby. Both initiator of this interaction and the teacher (and any other Sims who join the lesson) receive hobby enthusiasm at their normal rate. For full details, see Instruct in Hobby.

Ask for Knowledge

- Who: Child/teen/young adult/adult/elder to teen/young adult/adult/elder

Accepted if Sim B s:

1. Mood is positive and Daily › -20, or
2. Mood is positive and Daily ‹ -20, and Lifetime › -10

Only available on Sims with the Impart Knowledge Lifetime Aspiration Benefit. Sims below approximately level 7 in a skill can gain skill development by asking a more skilled Sim for instruction. For full details, see Impart Knowledge.

Baby Interactions

Check on Baby

- Who: Teen/young adult/adult/elder to baby

Always accepted. Once a teen or older Sim has learned parenting via the new bookcase-based Study Parenting, this interaction becomes available on any baby in the house. Check on Baby enables Sims to determine, just by picking the baby up, what an infant s most pressing Need is. Formerly, you (the player) could only determine this with educated guesses (for example, green haze means low Hygiene means diaper change), but now you know with certainty which of a baby s Needs requires immediate attention.

NOTE

For details on the Study...Parenting interaction, see "New Bookcase Interactions" in the New Objects chapter.

Entertain Interactions

Inside Joke

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder with Best Friends Forever relationship

When two Sims (both teen or older) have been Best Friends long enough to gain Best Friends Forever relationship (see Best Friends Forever later in this chapter), they gain a new Entertain interaction that s a guaranteed hoot.

BFFs can share a private joke that gains them both Fun and Social satisfaction and sizable boost in relationship. Always accepted.

Flirt Interactions

Smooth Talk

- Who: Teen to teen or young adult/adult/elder to young adult/adult/elder

Accepted if Sim B:

1. Is in Love with Sim A and Mood is › -50
2. Has a Crush on Sim A and Mood › -20
3. Isn't in Love with or have a Crush on Sim A, Lifetime › 50, Daily › 30, or
4. Isn't in Love with or have a Crush on Sim A, Lifetime › 50, Daily ‹ 30, and Mood › -20, or
4. Isn't in Love with or have a Crush on Sim A, Lifetime ‹ 50, Daily › 50, or
5. Isn't in Love with or have a Crush on Sim A, Lifetime ‹ 50, Daily ‹ 50, and Mood › 30

NOTE

Available only to Sims who've unlocked it via their Lifetime Aspiration rewards (Romance Aspiration). For more detail see the Lifetime Aspiration chapter.

Successful Romance Sims have the awesome power of charm-manipulation at their command if they use their accumulated Lifetime Aspiration points to buy the top-level Smooth Talk interaction. This powerful Flirt interaction allows Sims to win over all but the toughest romantic quarry and to smooth over most Furious-inspiring slights. A successful use of Smooth Talk adds a relatively massive boost to both Sims Social need and both Daily and Lifetime relationship and will automatically remove a Furious state Sim B has toward your Sim.

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WARNING

Because Smooth Talk is a Flirt interaction, successfully landing it *will* create a Crush or Love relationship if all other requirements are met. It will also inspire jealousy if another love interest is present.

Greet Interactions

Far Away Greet

Sims with a Best Friend Forever relationship will automatically do a special kind of greeting from long distance, but only if both Sims are outdoors when the visiting BFF arrives.

NOTE

Like all greetings, the Far Away Greet is always accepted but has no impact on relationship or any Needs. It just identifies a certain kind and level of relationship.

Influence

To Bathe

- Who: Toddler/child/teen/young adult/adult/elder to toddler/child/teen/young adult/adult/elder

Accepted if Sim B s:

1. Daily and Lifetime › 0

Sims with sufficient Influence points (500), can spend them to compel another Sim to take a bath.

NOTE

For a full description of Influence and how it works, see the "Influence and Lifetime Wants" chapter in *The Sims™ 2 University: Prima Official Game Guide.*

To Read Hobby Magazine

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if Sim B s:

1. Daily and Lifetime › 0

Sims with sufficient Influence points (500) can spend them to compel another Sim to read a specific hobby magazine. Regardless of either Sim s enthusiasm levels, the influencing Sim can choose from any usable magazines on the lot.

Using Influence points in this way is an excellent way to build a non-playable Sim s (such as a Townie with whom your Sim has a romantic relationship and may soon marry) enthusiasm for a specific hobby. Thus, if that Sim later becomes a playable Sim in your household, he or she already has enthusiasm for whatever hobby you desire.

Play Interactions

Toss Football

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if Sim B s:

1. Active/Lazy 3–7 and Daily › -15, or
2. Active/Lazy 3–7, Daily ‹ -15, and Lifetime › 10, or
3. Active/Lazy ‹ 3 and Lifetime › 30, or
4. Active/Lazy › 8, Daily ‹ -15.

Sims with low Body skill may drop the ball. Satisfies Social and Fun and depletes Energy and develops Sports enthusiasm and relationship. Sims with an extremely Grouchy personality may throw the ball a bit too hard, just to amuse themselves.

Talk Interactions

Impart Knowledge

- Who: Teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if Sim B s:

1. Mood is positive and Daily › -20, or
2. Mood is positive and Daily ‹ -20, and Lifetime › -10

NOTE

Available only to Sims who've unlocked it via their Lifetime Aspiration rewards (Knowledge Aspiration). For more detail, see the Lifetime Aspiration chapter.

Knowledge Sims gain this interaction if they spend their Lifetime Aspiration points in their Aspiration track. Sims with this superpower in their grasp are walking, talking skill objects, able to quickly train any Sim in any of their high level skills. Specifically, any skill for which they ve reached approximately level 8. To direct a Sim to teach skill to another, click on the intended pupil, choose this interaction, and select from the skills for which your Sim qualifies.

NOTE

Actually, level 8 isn't the real threshold for skills a Sim can impart, but it's easier to say that given the information available to you in the game. The actual point is level 7.5, but that number is invisible in the game; you only know whether a Sim is level 7 or 8. Likewise, the cap for being teachable by this interaction is also 7.5. If, therefore you have a Level 7 Sim who can't teach or a Level 7

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Sim who can't be the recipient, it's probably because they're too low or too high, respectively, in the space between levels 7 and 8. For example, a level 7 Sim with 40 percent of the points needed to gain level 8 would appear to be able to teach with the Impart Knowledge interaction, but can't. A level 7 Sim who's just shy of Level 8 would also appear to be a valid student, but the interaction would be unavailable on them.

When a Sim imparts knowledge, any pupils build the discussed skill at approximately double the normal rate. They also gain Social satisfaction and relationship. Other Sims can join these teaching sessions with the Listen to… interaction, available on either the teacher or any of the participating students.

Less skilled Sims can also initiate the process with the Ask for Knowledge interaction (see Ask Interactions).

NOTE

Though similar in effect to the career reward object-based Offer Lessons interaction, this skill-imparting interaction isn't dependent on an object and can be performed for the benefit of several Sims at once.

Instruct in Hobby

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if Sim B s:

1. Mood is positive and Daily › -20, or
2. Mood is positive and Daily ‹ -20, and Lifetime › -10

NOTE

Available only to Sims who've unlocked it by reaching level 9 enthusiasm in a hobby (but can only instruct in *the same* hobby). For more detail see the Hobbies chapter.

When Sims reach level 9 enthusiasm in a hobby, they re experienced enough to build the enthusiasm of others. Once a Sim reaches this lofty height, this new interaction becomes available on any Sim whose enthusiasm for the same hobby is 7 or less. Though it can be used on Sims at level 0 enthusiasm, the Sim must have amassed at least a point toward the hobby (that is, interacted at least fleetingly with an object that builds enthusiasm for that hobby). This initial progress toward a Sim s first point in hobby enthusiasm won't be visible anywhere in the game, but you can use this knowledge to troubleshoot if the interaction isn t coming up when you expect it; if a Sim can t be instructed, direct him to spend a few minutes on something that builds enthusiasm for the same hobby and then try again.

NOTE

Hobby Club Leaders have the unique ability to use the Instruct in Hobby interaction on Sims above the normal maximum (7 or less). This is a very potent way to build enthusiasm for high level Sims while building relationship with the very important Club Leader.

When a Sim instructs in a hobby, both the teacher and any pupils build the discussed skill at their normal enthusiasm gain rate. They also gain Social satisfaction and relationship. Other Sims can join these teaching sessions with the Listen to… interaction, available on either the teacher or any of the participating students.

Less enthusiastic Sims can also initiate the process with the Ask for Hobby Instruction interaction (see Ask Interactions earlier in this chapter).

Talk About Hobby

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if Sim B s:

1. Hobby Enthusiasm › 8 and Daily › -20, or
2. Hobby Enthusiasm 3 to 8, and Daily › 0, or
3. Hobby Enthusiasm › 0 and ‹ 2, Daily › 10, or
4. Hobby Enthusiasm › 0 and ‹ 2, Daily ‹ 10, and Lifetime › 50, or
5. Hobby Enthusiasm = 0 and Daily › 20

NOTE

Available only to Sims who've unlocked it by reaching level 1 enthusiasm in a hobby. For more detail, see the Hobbies chapter.

Once Sims reach level 1 in a hobby, they can talk about the hobby with any other Sim. The lower the other Sim s hobby enthusiasm, the greater the relationship levels must be for the interaction be accepted. Conversely, the higher the recipient s enthusiasm for the talked-about hobby, the lower the relationship requirements (and the more hobby-related thought bubbles appearing overhead).

If the recipient s hobby enthusiasm for the subject hobby is 7 or higher, she ll be very, very excited to discuss the hobby. So thrilled, in fact, that both Sims Daily and Lifetime Relationship points and Social satisfaction will be boosted (Social 14, Daily 7, Lifetime 2 rather than Social 10, Daily 4, Lifetime 1 for less enthusiastic recipients).

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NOTE

This interaction *does not* have any impact on either Sim's hobby enthusiasm. The hobby is just the topic of an otherwise normal conversation.

Self-Interactions

Birdwatching

- Who: Teen/young adult/adult/elder

Whenever outdoors, Teen or older Sims can use this self-interaction (also available via the ground) to pass the time looking at birds. Sims build Nature enthusiasm and satisfy Fun. Unlike bug collecting, bird-watching finds aren't tracked anywhere; functionally, it s more like looking for planets through a telescope. The birds Sims see are displayed in their thought bubbles.

Conjure Grilled Cheese

- Who: Teen/young adult/adult/elder

NOTE

Available only to Sims who've unlocked it via their Lifetime Aspiration rewards (Grilled Cheese Aspiration). For more detail, see the Lifetime Aspiration chapter.

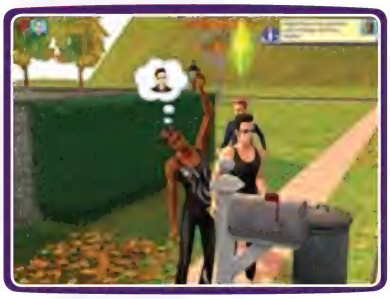
Grilled Cheese Aspiration Sims who ve spent four Lifetime Aspiration Benefit points in their Aspiration Benefit track gain the ability to conjure a delightful grilled cheese sandwich out of thin air. The Sim then immediately eats the grilled cheese sandwich, satisfying Hunger and depleting Bladder.

This mind-bendingly convenient interaction, however, costs a Sim in both Comfort and Energy and, in fact, Conjure Grilled Cheese will be unavailable if the Sim s Energy and/or Comfort levels are too low.

NOTE

This interaction simultaneously satisfies Wants to eat and make grilled cheese. Plus, because the conjured sandwich is *always* perfect, any Fear of making bad grilled cheese can't be realized.

Go Jogging



- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

NOTE

Available only to Sims who've unlocked it by reaching level 3 enthusiasm in the Fitness hobby. For more detail, see the Hobbies chapter.

Sims with level 3 Fitness enthusiasm can take themselves and any child-or-older Sim or adult pet on the lot (via the familiar travel party window) for a jog around the neighborhood. This interaction takes the Sim (and any who come along) off the lot for about one hour. Jogging Sims return home with:

- Increased Fitness enthusiasm
- Increased Body skill
- Increased Fitness (the body shape, not the hobby)
- Elevated body temperature (*The Sims™ 2 Seasons*)

Jogging also satisfies Fun, depletes Energy and Hunger, and builds relationship with anyone who accompanies the Sim.

NOTE

If you send Sims on a jog or hike too close to their job/school departure time, they'll return early and receive only a proportional benefit and Need change from the activity.

NOTE

If a departing jogging or hiking party would leave young Sims unsupervised, they must either cancel the run or call the Nanny to babysit.

Pick who will accompany your Sim on a jog (or a hike) just as you would when taking a cab.

NOTE

Jogging and Hiking interactions won't be available on unowned Community Lots, secret lots, or non-home base vacation lots.

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Go Hiking

- Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

NOTE

Available only to Sims who've unlocked it by reaching level 3 enthusiasm in the Nature hobby. For more detail, see the Hobbies chapter.

Sims with level 3 Fitness enthusiasm can take themselves and any child-or-older Sim or adult pet on the lot (via the familiar travel party window) for a hike in the woods. This interaction takes the Sim (and any who come along) off the lot for about one hour. Hiking Sims return home with:

- Increased Nature enthusiasm
- A bonus or penalty for something that occurred during the hike (see the Hobbies chapter for details)
- Increased Body skill
- Increased Fitness (the body shape, not the hobby)
- Elevated body temperature (*The Sims™ 2 Seasons*)

Sims and their guests can have adventures both good and bad while on a hike.

Hiking also satisfies Fun, depletes Energy and Hunger, and builds relationship with anyone who accompanies the Sim.

Sing Nursery Rhyme

- Who: Toddler

Toddlers who ve completely learned a nursery rhyme (see Teach Nursery Rhyme earlier in this chapter) can sing the tune to themselves whenever they please, gaining Fun, Charisma skill, and Music & Dance enthusiasm.

Object-Based Interactions

Discuss... (Bookshelf)

- Who: Child/teen/young adult/ac child/teen/young adult/adult/e

NOTE

Available only to Sims who've unlocked it by reaching level 3 enthusiasm in the Film & Literature hobby. For more detail see the Hobbies chapter.

Sims who attain level 3 enthusiasm for Film & Literature gain a way to feed their own enthusiasm and that of several other Sims at the same time via any household bookcase. The Discuss interaction enables your Sims to hold impromptu book clubs with any child or older Sims on the lot.

This interaction builds Film & Literature enthusiasm for all who participate and also satisfies Fun, Comfort, and Social needs and builds relationships.

To start a discussion, a Sim with the Participate in Book Club hobby unlockable (level 3) selects the Discuss interaction and then chooses the genre of book to discuss as well as one Sim currently on the lot. Additional Sims can be added to the discussion with Join interactions.

NOTE

Sims can discuss books by genre or, if there's a specific Sim-authored novel on the shelf, by title. For more on the new novel writing system, see "Computer Interactions" in the New Objects chapter.

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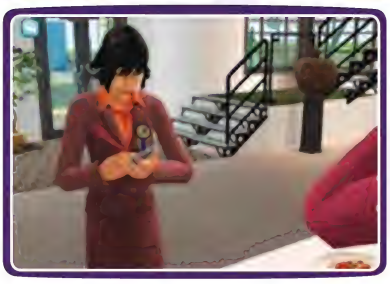
Chapter 7: New NPCs

So much about hobbies is solitary: the time spent alone reading or building something, practicing, learning. Paradoxically, however, becoming enthusiastic about a hobby also gives the feeling of being in something larger, a community of fellow travelers. Many of the new Sims in *The Sims 2 FreeTime* represent these 10 communities in the form of their secret Club Leaders. Other Sims will judge your culinary creations and, if your Sims are lucky, grant them their deepest desires.

Food Judge



The Food Judge (either the male or female version) is created by and tied to the Exquisitique Food Judging Table and has one single, solitary job: to judge food contests. Your Sims can t chat with her, woo her, befriend her, play pranks on her, shove her, or love her. Her only passion is food and the rest of the world might as well not exist.

NOTE

For details on the food competitions, see "Exquisitique Food Judging Table" and "Refrigerator Interactions" in the New Objects chapter.

The Food Judge loves to see 'em sweat while he or she makes a decision.

In other words, you only need to think about her when she s judging your Sims culinary creations, and here she s controlled solely by the quality of the food. When the contest begins, the Food Judge samples each of the four entries, taking a serving, tasting it, and moving on to the next. After a moment of consideration, she awards the blue ribbon to the dish with the most Hunger satisfaction points.

Once the contest is over, there s no way to thank her. Nope. Her only job now is to clear the judging table once everyone s had a chance to partake of the entries. Then it s back to patrolling the lot with the smug satisfaction that comes from an absurdly refined palate.

Genie

The Genie is tied to and completely connected to his lamp, and his sole purpose is the granting of three wishes.

Every Dusty Old Lamp has its own Genie; direct a Sim to rub the lamp and you ll meet him. Once out of the lamp, the Genie has only two interactions:

NOTE

Sims can't buy Dusty Old Lamps, so how do you get one? Each day, there's a two percent chance the Gypsy Matchmaker will wander by and drop off a lamp. The more Sims in the household that have high Lifetime Aspiration score (+2% chance for each Sim with line 7 or higher Lifetime Aspiration score) and hobby enthusiasm (+1% chance for each hobby for which each Sim is at or above level 8), the more likely a lamp will arrive. Thus, let's imagine a household with four Sims, two of whom have Lifetime Aspiration score above line 7. Two of these Sims each have one hobby at level 10 enthusiasm, one has two hobbies maximized, and the third has none above level 7. Thus, the lot's chance of getting a lamp each day would be 10 percent.

Once a lamp has been delivered, your Sims can't receive another until at least 14 days have passed.

- Wish...: Child or older Sims can make one of their three wishes. (See below for more information.) If no wish is made, the Genie will return to the lamp to wait. When all three wishes have been granted, the Genie and the lamp disappear in flash of purple light.
- Dismiss: Sends the Genie back into the bottle. To recall him, use the lamp's Summon Genie interaction.

The Genie offers six possible wishes:

You only get three wishes from each Genie, so make them count.

- Give me wealth: Child or older. A bag of money, containing §10,000, drops from the sky; to claim it, a Sim must use the bag's Get Money interaction. For several days after this wish, the chance of a burglar rises dramatically.
- Give me peace of mind: Teen or older. Sims get Platinum Aspiration for the rest of their life. A Sim may make this wish only once.
- Give me power to cheat death: Teen or older. When the Sim eventually dies, he'll autonomously plead for his own life. The first time is always successful. Each successive time a Sim pleads for death's mercy, the chance of success drops by 10 percent. If successful, the Sim returns to life. If the Sim's cause of death was old age and his plea is granted, the Reaper will return the next day to take him again.
- Give me a long life: Child or older. Sims get three days added onto their current life stage.

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- Give me beauty: Teen or older. Sim gets maximum chemistry with every Sim of their gender preference for four days and will see a dramatic increase in walkby visitors of that sex. This wish can't be repeated until its effect wears off.
- Resurrect: Child or older. Sim can choose to resurrect any Sim (or pet) whose tombstone or urn exists in the neighborhood. This method of reanimation carries a moderate risk that the resurrected Sim will return as a zombie.

NOTE

For details on the zombies, see *The Sims™ 2 University: Prima Official Game Guide*.

Hobby Club Leaders

Every hobby, as you know, has a club and a secret clubhouse. Each also has a leader who embodies the spirit of the hobby and performs several of its ceremonial functions (contacting your Sims about club membership, awarding plaques, etc.). These Sims can be mind-bogglingly useful resources for the building of hobby enthusiasm. They can even be befriended and, ultimately, married/joined.

Club Leaders leave their clubhouse only to welcome new members or bestow upon them the club's highest honor. You can, however, always go to visit them.

Your Sims encounter these Club Leaders when certain events occur:

- When Sims reach level 3 in a hobby, they get a phone call from the leader noting your Sims' increased enthusiasm and encouraging them to keep at it if they want club membership.
- When Sims reach level 5 in a hobby, they get a visit from the leader to grant them membership in the club.
- When Sims reach level 10 in a hobby, they get a visit from the leader to award them with the club's plaque.

NOTE

Other than these factors, the actual sex, appearance, name, personality, interests, etc. of Club Leaders is random. Once, however, your Sims encounter each leader in their base neighborhood, they'll always be the same Sim unless you marry them off to one of your Sims. In this case, the leader is replaced by a new randomly generated leader. Relationships any of your Sims had with the old leader carry over to their new household, but aren't passed on to their successor as leader of the club.

Club Leaders live at the hobby s clubhouse and boast achievements that reflect their chosen hobby:

No matter your Sim's level, they can always get instruction from the Club Leader.

- Hobby Enthusiasm: All Club Leaders have level 10 enthusiasm in their hobby. This enthusiasm never decays.
- Skills: All Club Leaders are highly developed in skills related to their hobby (see "Hobbies and Their Corresponding Skill and Interests" in the Hobbies chapter).
- Instruct in Hobby interaction: Always available regardless of your Sim's hobby level (usually becomes unavailable when the Sim receiving instruction is above level 7).

NOTE

Club Leaders who marry into one of your Sims' households become normal Sims in terms of enthusiasm decay and availability of the Instruct in Hobby interaction.

Beyond their utility as a wellspring of hobby enthusiasm, hobby Club Leaders have another useful advantage: they can help your Sim s career. If your Sim is in a hobby s related career, being friends with the club s leader counts as two rather than one friend for job promotion purposes. Keep these pairings in mind to know which hobbies will most benefit your Sims careers:

Hobby	Career
Arts & Crafts	Art
Cuisine	Culinary
Film & Literature	Journalism, Entertainment, Show Business
Fitness	Adventurer
Games	Gamer
Music & Dance	Music, Dance
Nature	Natural Scientist
Science	Science
Sports	Athletic
Tinkering	Military, Intelligence

NOTE

Until they become playable Sims (via marriage/joining), Club Leaders can't be turned into vampires (*The Sims™ 2 Nightlife*), werewolves (*The Sims™ 2 Pets*), or plant Sims (*The Sims™ 2 Seasons*), and can't be hired as employees (*The Sims™ 2 Open for Business*). You can invite them on vacation (*The Sims™ 2 Bon Voyage*), but they don't get vacation benefits.

NOTE

In some cases, male and female versions of each Club Leader may have different outfits than are pictured here. Whatever the actual Sim playing the role of Club Leader, these images should be enough to help you recognize them.

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Arts & Crafts Hobby Club Leader

Cuisine Hobby Club Leader

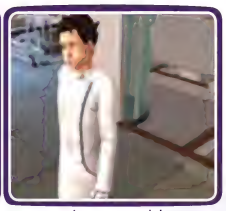
Film & Literature Hobby Club Leader

Fitness Hobby Club Leader

Games Hobby Club Leader

Music & Dance Hobby Club Leader

Nature Hobby Club Leader


Science Hobby Club Leader

Sports Hobby Club Leader

Tinkering Hobby Club Leader

Marrying/Joining Club Leaders

Building relationships with Club Leaders is tricky. Your Sims can socialize with Club Leaders only on the clubhouse lots and can't call them on the phone. How, then, do you build relationship with them sufficiently to propose engagement and marriage? The short answer is: All your Sim's socializing with the Club Leader must be done on the clubhouse lot. But those of you who don't have *The Sims™ 2 Bon Voyage* may ask: my Sims can't get married on Community Lots!

Well, now they can. Community Lot marriage was introduced in *The Sims™ 2 Bon Voyage* and has been carried forward as a feature in *The Sims™ 2 FreeTime*. For more details, see *The Sims™ 2 Bon Voyage: Prima Official Game Guide*.

Mr. Humble

The enigmatic Mr. Humble shows up shortly after you load an existing or newly made lot for the first time, and he's got a present for your Sims. After announcing his arrival with a paradoxical lack of humility Mr. Humble deposits a large wrapped package on your Sims porch. What could it be?

Well, it s Mr. Humble s Computer, of course, preloaded with a copy of some new game called *The Sims 3*. How very generous.

Mr. Humble's Computer contains a very special surprise.

Despite being the bearer of good tidings and the shape of games to come, Mr. Humble can t be interacted with in any way. He just does his magnanimous duty and moves on to enrich someone else s life.

NOTE

For details on Mr. Humble's Computer, see "Non-Catalog Objects" in the New Objects chapter.

New Feature: NPC Aging

It always seemed weird when, for example, a teen Sim grew up into an adult and all of his Townie friends stayed teens. It was especially odd when there was a Townie boyfriend or girlfriend involved; the poor Townie teen was abruptly abandoned, unloved and alone but seemingly unaffected, as if the whole thing never happened. Well, no more.

Now, when Sims grow up into the next age, they get to take up to three Townie friends and acquaintances of the same age with them.

NOTE

Sims of every age group can bring along their friends, except elders and young adults (*The Sims™ 2 University*). The former have no further to advance and the latter would just cause too many gameplay problems.

After a Sim age transitions, you'll see this menu. Select the Townies you want to join your Sim and they'll all grow up together.

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Chapter 8: A Tour of Desiderata Valley

With the outpouring of hobby enthusiasm and general zest for life brought about by *The Sims 2 FreeTime*, it s little wonder that an entire new base neighborhood (only the second new addition since the original game, bringing the total number to five) has sprung up around it. With lots of lots and houses to fill, Community Lots to frequent, and several new and engaging families to meet, you may need a guide to help you get acquainted.

This chapter is that guide.

NOTE

If you have *The Sims™ 2 Seasons*, the starting season for all lots in this neighborhood is summer (followed by fall, spring, and winter).

Occupied Residential Lots

Aspir (250 Main Street)

Family Funds: §132,190

Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
Luis Aspir	Knowledge	Elder	21	M	5	3	7	3	7	2	6	1	2	10	9	2	0	0	0	0	0	0	0	0	0	6	Tinkering	20,875	Architecture	City Planner	10
Elizabeth Aspir	Fortune	Adult	20	F	6	5	6	3	5	2	0	1	0	0	1	4	4	0	0	0	0	0	0	0	0	0	Film & Literature	15,689	Business	Field Sales Representative	3
Victor Aspir	Family	Adult	21	M	7	4	1	8	5	1	2	0	0	2	0	2	0	0	0	0	0	0	2	0	0	0	Cuisine	11,975	Medical	Nurse	3
Pauline Aspir	Grow Up	Toddler	3	F	7	4	1	8	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Cuisine	2,136	—	—	—

Bell (1050 East Leisure Lane)

Family Funds: §94,653

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Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
Hannah Bell	Family	Adult	20	F	4	6	5	6	4	0	0	0	1	0	1	1	0	0	0	0	0	6	0	0	0	0	Arts & Crafts	11,229	Dance	Backup Dancer	2
Issac Bell	Popularity	Adult	20	M	2	8	2	6	7	1	0	0	0	0	1	0	1	0	4	0	0	0	0	0	0	0	Arts & Crafts	10,213	Entertainment	Mime	3
Daniel Bell	Grow Up	Child	5	M	7	4	3	6	5	0	0	0	0	0	1	0	2	0	0	0	0	0	0	0	0	0	Cuisine	3,750	—	—	—
Sharon Wirth	Romance	Adult	27	F	5	8	6	3	3	1	0	1	2	0	1	0	0	0	2	0	0	2	0	0	0	0	Music & Dance	9,875	Dance	Jazzercise Instructor	3

Contrary (1026 West Dreaming Drive)

Family Funds: §61,540

Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
Opal Contrary	Knowledge	Adult	12	F	6	5	8	3	3	0	0	0	1	0	0	1	0	0	0	0	0	0	5	0	0	0	Sports	10,205	Oceanography	Dolphin Tank Cleaner	2
Edward Contrary	Knowledge	Adult	8	M	9	2	6	3	5	0	0	0	0	1	0	1	0	0	0	0	0	0	0	5	0	0	Tinkering	11,312	Oceanography	Dolphin Tank Cleaner	2
Rick Contrary	Fortune	Teen	11	M	6	5	8	3	3	0	0	3	0	1	0	0	0	0	0	0	3	0	0	0	0	0	Sports	4,350	—	—	—

Jocque (1055 East Leisure Lane)

Family Funds: §73,039

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Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
Sophia Jocque	Popularity	Adult	12	F	5	8	6	3	3	1	0	0	1	0	0	0	0	0	0	6	0	0	0	0	0	0	Music & Dance	10,500	Athletic	Minor Leaguer	2
Marcel Jocque	Family	Adult	12	M	2	3	9	7	4	1	0	0	0	0	1	1	0	4	0	0	0	0	0	0	0	0	Tinkering	12,009	Culinary	Fast Food Shift Manager	3
Violet Jocque	Popularity	Teen	11	F	4	7	8	3	3	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	2	0	Fitness	74,892	—	—	—

Mole (153 Main Street)

Family Funds: §54,151

Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
John Mole	Popularity	Adult	28	M	5	3	7	3	7	1	1	1	1	2	1	1	0	0	0	0	0	0	0	0	0	8	Tinkering	12,058	Intelligence	Private Eye	3

Una (1080 West Leisure Lane)

Family Funds: §85,702

Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
Natasha Una	Grilled Cheese	Adult	28	F	2	8	2	6	7	4	2	2	1	1	10	1	6	0	0	0	0	0	0	0	0	0	Arts & Crafts	14,689	—	—	—

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Community Lots

Copur Kitchen Cook-Off

- Attractions: Food judging table, two fully equipped kitchens.

The Frippery Frock

- Attractions: Clothing racks, clothing booths.

Greaves Greener Gardens

- Attractions: None.

Gustav's Grocery

- Attractions: Groceries, clothing racks, game racks, magazine racks, basketball court, R/C toys, train table.

Kiddie Care Castle

- Attractions: Activity table, fully equipped kitchen.

Mostly Modern Art Museum

- Attractions: Sculptures and paintings.

Spark! Sports Park

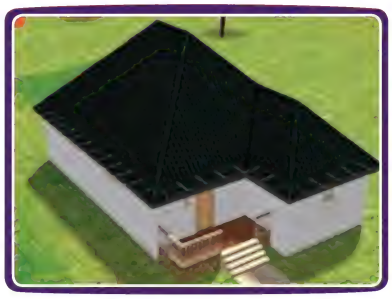
- Attractions: Basketball courts, swimming pool, soccer goal.

Houses for Sale

111 East Pleasure Path

- Price: $19,487
- Small 1 BR ranch house

175 East Pleasure Path



- Price: $19,630
- Small 1 BR ranch house

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189 West Pleasure Path

- Price: $19,993
- Small two-story 1 BR house

196 Main Street

- Price: $17,704
- Medium two-story 3 BR house

244 Hillside Pass Road

- Price: $17,882
- Small single-story 2 BR house

290 Hobby Drive

- Price: $19,970
- Medium single-story 2 BR house

1042 East Dreaming Drive

- Price: $16,937
- Medium two-story 2 BR house

1051 West Leisure Lane

- Price: $18,578
- Medium two-story 2 BR house

1097 West Leisure Lane

- Price: $18,909
- Medium single-story 3 BR house

348 Hillside Pass Road

- Price: $4,800
- Empty Lot

Families Bin

Cooke

- Family Funds: $27,846

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Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
Julien Cooke	Popularity	Adult	28	M	7	6	4	4	4	4	0	2	0	0	2	1	0	5	0	0	0	0	0	0	0	0	Cuisine	15,893	Culinary	Fast Food Shift Manager	3

Picaso

- Family Funds: §35,429

Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Arts & Crafts	Cuisine	Film & Literature	Fitness	Games	Music & Dance	Nature	Science	Sports	Tinkering	Predestined Hobby	Lifetime Aspiration	Career Track	Job Name	Job Level
Matthew Picaso	Popularity	Adult	26	M	1	6	7	6	5	1	1	1	2	0	0	0	0	0	0	1	3	0	0	0	0	0	Arts & Crafts	10,978	Military	Elite Forces	2
Jessica Picaso	Family	Adult	27	F	4	4	5	5	7	1	0	0	1	1	1	0	0	0	0	1	0	0	3	0	0	0	Nature	10,111	Military	Elite Forces	2

Lots & Houses Bin

Unoccupied—Residential

Bohemian Bungalow

- Price: §28,204
- Single-story 2 BR house

Sporty Shack

- Price: §33,808
- Single-story 3 BR house

Unoccupied—Community

FreeTime Recreation Center

- Attractions: Basketball hoops, soccer goal, swimming pool, pool table.

Nerissa's Own Clothing Store

- Attractions: Clothing racks, clothing booths, game rack.

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Chapter 9: Cheats

Sometimes the plethora of features brought on by an expansion pack isn t enough. Sometimes, you need the thrilling feeling of using something naughty. OK, so this cheat isn t naughty, but you can do some pretty radical stuff with it.

Remember: With great power comes really whacked-out topography.

Neighborhood Terrain Modification (modifyNeighborhoodTerrain on)

To summon the Cheat console, press Ctrl+Shift+C

Often, when you place a lot, the leveling that has to take place to align it with the road causes some nasty terrain warping. For this reason (and so you can create really weird stuff on your own) there's the new neighborhood terrain modification cheat. To use it, go to Neighborhood view, activate the cheat console, and input:
modifyNeighborhoodTerrain on

Once the code is entered, drag to select the area you want changed.

And move the terrain down...

...or up.

You can also level the terrain to another point by dragging from the elevation you want...

...to cover the area you want to raise/lower to match.

Smoothing softens the edges and gradually rounds the slopes. Press P repeatedly to smooth even more.

WARNING

There is no Undo for this cheat, so use it with extreme caution.

Once the cheat is on, you can select areas of terrain to:

- Elevate: [
- Lower:]
- Level: \
- Smooth: P

NOTE

You cannot modify terrain under lots.

When you're finished making changes, bring up the cheat console again and enter:
modifyNeighborhoodTerrain off

Of course, a tool like this can be used to correct elevation problems or create some bizarre topography.

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Chapter 10: Jobs by Career Level

Adult Careers

Level 1 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Ambassador's Intern	0	0	0	0	0	0	0	0	9a–4p	Sun & Thu	5	§172	§860	-8	-5	-3	-3	-4	-2	-7	*Seasons*
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a–2p	Mon & Wed	5	§231	§1,155	-8	-8	-10	-3	-4	-10	-3	*University*
Athletic	Team Mascot	0	0	0	0	0	0	0	0	3p–9p	Mon & Thu	5	§154	§770	-48	-48	-60	0	-60	18	-60	*The Sims™ 2*
Business	Mailroom Technician	0	0	0	0	0	0	0	0	9a–3p	Sun & Fri	5	§168	§840	-48	-48	-18	24	-24	-18	-48	*The Sims™ 2*
Criminal	Pickpocket	0	0	0	0	0	0	0	0	11a–5p	Mon & Thu	5	§196	§980	-48	0	-60	-30	-60	30	-30	*The Sims™ 2*
Culinary	Dishwasher	0	0	0	0	0	0	0	0	2p–10p	Mon & Fri	5	§126	§630	-64	-40	-80	-32	-80	-24	-24	*The Sims™ 2*
Education	Playground Monitor	0	0	0	0	0	0	0	0	8a–3p	Sun & Sat	5	§215	§1,075	-10	-2	-8	4	-5	-2	-4	*Seasons*
Gamer	Noob	0	0	0	0	0	0	0	0	10a–4p	Mon & Fri	5	§123	§615	-5	-3	-8	-3	-5	2	-5	*Seasons*
Journalism	Yearbook Club Supervisor	0	0	0	0	0	0	0	0	9a–3p	Sun & Sat	5	§115	§575	-4	-7	-3	3	-8	-2	-3	*Seasons*
Law	File Clerk	0	0	0	0	0	0	0	0	8a–4p	Sun & Sat	5	§148	§740	-7	-5	-2	-2	-5	-10	-4	*Seasons*
Law Enforcement	Security Guard	0	0	0	0	0	0	0	0	8p–2a	Mon & Fri	5	§336	§1,680	-48	-60	-6	-30	-12	-6	-6	*The Sims™ 2*
Medical	Emergency Medical Technician	0	0	0	0	0	0	0	0	8a–2p	Mon & Sat	5	§280	§1,400	-48	-48	-18	24	-24	-18	-48	*The Sims™ 2*
Military	Recruit	0	0	0	0	0	0	0	0	7a–1p	Mon & Wed	5	§350	§1,750	-60	-30	-60	0	-60	-30	-30	*The Sims™ 2*
Music	Record Store Clerk	0	0	0	0	0	0	0	0	10a–5p	Sun & Wed	5	§135	§675	-5	-4	-2	4	-7	2	-7	*Seasons*
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a–4p	Sun & Fri	5	§325	§1,625	-8	-8	-10	-3	-4	-10	-3	*University*
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p–3a	Sun & Wed	5	§252	§1,260	-8	-8	-10	-3	4	-10	-3	*University*
Politics	Campaign Worker	0	0	0	0	0	0	0	0	9a–6p	Mon & Wed	5	§308	§1,540	-72	-72	-27	36	-36	-27	-72	*The Sims™ 2*
Science	Test Subject	0	0	0	0	0	0	0	0	11a–5p	Sun & Fri	5	§217	§1,085	-48	-30	-60	-24	-60	-12	-42	*The Sims™ 2*
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a–5p	Mon & Sat	5	§420	§2,100	-8	-8	-10	-3	4	-10	3	*University*
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	5a–10a	Mon & Sat	5	§126	§630	-40	-40	-15	20	-20	-15	-40	*The Sims™ 2*

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Chapter 10: Jobs by Career Level

Level 2 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Spelunker	0	1	0	0	0	0	0	0	3p–9p	Mon & Wed	5	§225	§1,125	-8	-8	-10	-3	-7	8	-8	*Seasons*
Artist	Street Caricaturist	0	0	1	0	0	0	0	0	11a–6p	Mon & Sat	5	§357	§1,785	-8	-8	-10	-3	-4	-7	3	*University*
Athletic	Minor Leaguer	0	1	0	0	0	0	0	0	9a–3p	Tue & Thu	5	§238	§1,190	-48	-48	-60	0	-42	18	-48	*The Sims™ 2*
Business	Executive Assistant	0	0	0	0	1	0	0	0	9a–4p	Mon & Sat	5	§252	§1,260	-56	-56	-21	28	-28	-21	-56	*The Sims™ 2*
Criminal	Bagman	0	0	0	0	0	0	0	0	5p–1a	Mon & Wed	5	§280	§1,400	-64	0	-80	-16	-56	24	-24	*The Sims™ 2*
Culinary	Drive Through Clerk	0	0	0	0	0	0	0	0	5p–9p	Mon & Wed	5	§168	§840	-32	-16	-40	4	-28	-4	-20	*The Sims™ 2*
Education	Teacher's Aide	0	0	0	0	0	0	0	1	8a–3p	Sun & Sat	5	§316	§1,580	-8	-2	-7	4	-5	-3	-8	*Seasons*
Gamer	Button Masher	0	0	0	0	0	0	0	0	9a–4p	Wed & Sat	5	§147	§735	-8	-5	-8	-3	-2	3	-1	*Seasons*
Journalism	Blog Writer	0	0	0	0	0	0	0	1	1p–6p	Mon & Wed	5	§228	§1,140	-4	-7	-8	2	-5	2	-2	*Seasons*
Law	Law Firm Receptionist	0	0	0	0	0	0	0	1	8a–4p	Sun & Sat	5	§215	§1,075	-6	-4	-8	-3	-7	-8	-5	*Seasons*
Law Enforcement	Cadet	0	1	0	0	0	0	0	0	9a–3p	Mon & Sat	5	§448	§2,240	-48	-30	-60	24	-42	18	-60	*The Sims™ 2*
Medical	Paramedic	0	0	0	0	0	0	1	0	8p–2a	Wed & Fri	5	§385	§1,925	-48	-48	-18	24	-24	-18	-48	*The Sims™ 2*
Military	Elite Forces	0	0	0	0	0	0	0	0	7a–1p	Wed & Fri	5	§455	§2,275	-48	-30	-60	0	-42	-18	-24	*The Sims™ 2*
Music	Piano Tuner	0	0	0	0	0	0	0	0	10a–5p	Tue & Thu	5	§186	§930	-5	-2	-4	2	-7	-2	-7	*Seasons*
Natural Scientist	Algae Hunter	0	1	0	1	0	0	1	0	8a–3p	Mon & Fri	5	§483	§2,415	-8	-8	-10	-3	-4	-7	-3	*University*
Paranormal	Conspiracy Theorist	0	0	2	0	1	0	0	0	5p–12a	Mon & Thu	5	§375	§1,875	-8	-8	-10	-3	4	-7	-3	*University*
Politics	Intern	0	0	0	0	0	0	0	0	9a–3p	Sun & Fri	5	§420	§2,100	-48	-48	-18	24	-24	-18	-48	*The Sims™ 2*
Science	Lab Assistant	0	0	0	0	0	1	1	0	4p–10p	Mon & Sat	5	§322	§1,610	-36	-42	-30	12	-42	12	12	*The Sims™ 2*
Show Business	Body Double	0	1	0	0	1	0	0	0	1p–8p	Mon & Fri	5	§577	§2,885	-8	-8	-10	-3	4	-7	3	*University*
Slacker	Gas Station Attendant	0	0	0	0	0	0	0	0	10p–3a	Mon & Thu	5	§154	§770	-40	-40	-15	20	-20	-15	-40	*The Sims™ 2*

Level 3 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Multiregional Sim of Some Question	0	2	0	0	2	0	0	1	2p–8p	Sun & Wed	5	§375	§1,875	-8	-3	-3	-3	-6	3	-1	*Seasons*
Artist	Souvenir Whittler	0	0	3	2	0	0	0	1	9a–4p	Tue & Thu	5	§483	§2,415	-8	-8	-8	-4	-4	-6	-5	*University*
Athletic	Rookie	0	2	0	0	0	0	0	0	9a–3p	Tue & Wed	5	§322	§1,610	-48	-48	-48	0	-36	30	-48	*The Sims™ 2*
Business	Field Sales Rep	0	0	0	0	2	0	0	0	9a–4p	Tue & Thu	5	§350	§1,750	-56	-56	-21	28	-28	-21	-56	*The Sims™ 2*
Criminal	Bookie	0	0	1	0	0	0	0	0	11a–6p	Tue & Wed	5	§385	§1,925	-56	-35	-56	28	-42	35	35	*The Sims™ 2*
Culinary	Fast Food Shift Manager	0	0	1	0	0	0	0	0	5p–10p	Wed & Thu	5	§182	§910	-40	-30	-40	20	-30	15	15	*The Sims™ 2*

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Level 3 Careers continued

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Education	Substitute Teacher	0	0	0	0	1	0	1	2	8a–3p	Sun & Sat	5	§452	§2,260	-10	-2	-8	2	-3	-5	-2	*Seasons*
Gamer	Trash Talker	0	0	1	0	0	0	0	0	3p–9p	Mon & Tue	5	§225	§1,125	-8	-3	-8	-3	-6	4	-1	*Seasons*
Journalism	Internet Movie Critic	0	0	1	0	1	0	0	2	2p–8p	Tue & Thu	5	§287	§1,435	-4	-8	-4	4	2	3	3	*Seasons*
Law	Legal Secretary	1	0	0	0	0	0	1	2	9a–4p	Sun & Sat	5	§365	§1,825	-8	-6	-2	2	-6	-8	-2	*Seasons*
Law Enforcement	Patrol Officer	0	2	0	0	0	0	0	0	3p–11p	Wed & Fri	5	§552	§2,760	-64	0	-64	80	-48	8	-64	*The Sims™ 2*
Medical	Nurse	1	0	0	0	0	0	2	0	7a–2p	Mon & Thu	5	§476	§2,380	-56	-56	-21	28	-28	-21	-56	*The Sims™ 2*
Military	Drill Instructor	0	1	0	1	0	0	0	0	7a–1p	Mon & Tue	5	§560	§2,800	-48	-30	-24	0	-36	30	-18	*The Sims™ 2*
Music	Coffee Shop Sound Engineer	0	0	0	1	0	0	0	1	1p–8p	Tue & Fri	5	§223	§1,115	-5	-5	-7	3	-8	-2	-7	*Seasons*
Natural Scientist	Clam Wrangler	0	3	0	2	0	0	2	0	9a–4p	Sun & Wed	5	§672	§3,360	-8	-8	-8	-3	-4	-6	5	*University*
Paranormal	Tarot Card Reader	0	0	4	0	2	0	0	1	6p–1a	Sun & Tue	5	§525	§2,625	-8	-8	-8	-3	-4	-6	-5	*University*
Politics	Lobbyist	0	0	0	0	0	0	0	0	8a–2p	Sun & Sat	5	§504	§2,520	-48	-48	-18	24	-24	-18	-48	*The Sims™ 2*
Science	Field Researcher	1	0	0	0	0	1	3	0	9a–3p	Wed & Fri	5	§448	§2,240	-48	-36	-48	-18	-36	18	-24	*The Sims™ 2*
Show Business	Bit Player	0	2	0	0	2	0	0	0	9a–4p	Sun & Wed	5	§714	§3,570	-8	-8	-8	-3	4	-6	5	*University*
Slacker	Convenience Store Clerk	0	0	0	1	0	0	0	0	9a–3p	Mon & Tue	5	§210	§1,050	-48	-48	-18	24	-24	-18	-48	*The Sims™ 2*

Level 4 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Deep Sea Excavator	0	4	0	1	2	0	0	2	9a–3p	Tue & Wed	5	§415	§2,075	-8	-1	-8	-3	-5	5	-8	*Seasons*
Artist	Comic Book Penciller	0	0	4	3	0	1	0	2	10a–5p	Sun & Fri	5	§630	§3,150	-8	-8	-3	-3	-5	-4	-5	*University*
Athletic	Starter	0	3	0	0	1	0	0	1	9a–3p	Tue & Thu	5	§420	§2,100	-48	-48	-18	0	-24	30	-24	*The Sims™ 2*
Business	Junior Executive	0	0	1	0	2	0	0	1	9a–4p	Wed & Sun	5	§448	§2,240	-56	-56	-21	35	-28	-21	-28	*The Sims™ 2*
Criminal	Con Artist	0	0	3	0	0	0	0	1	9a–3p	Sun & Sat	5	§490	§2,450	-36	-18	-6	60	-24	30	36	*The Sims™ 2*
Culinary	Host/Hostess	1	0	2	0	0	0	0	1	10a–4p	Mon & Tue	5	§242	§1,210	-48	-30	-12	30	-24	18	-12	*The Sims™ 2*
Education	Elementary School Teacher	0	0	0	0	2	0	2	3	8a–3p	Sun & Sat	5	§642	§3,210	-10	-2	-7	4	-2	-2	-3	*Seasons*
Gamer	Gold Farmer	1	0	1	1	0	0	0	1	9a–4p	Tue & Sat	5	§296	§1,480	-8	-8	-8	-3	-7	-2	-1	*Seasons*
Journalism	Fact Checker	0	0	1	0	2	2	0	3	9a–4p	Sun & Sat	5	§385	§1,925	-6	-5	-2	2	-8	-6	-5	*Seasons*
Law	Legal Biller	2	0	0	0	1	0	2	3	9a–4p	Sun & Sat	5	§422	§2,110	-5	-5	-1	2	-8	-8	-2	*Seasons*
Law Enforcement	Desk Sgt	1	2	0	0	0	0	0	1	9a–3p	Sun & Sat	5	§616	§3,080	-30	-36	-18	30	-24	30	-18	*The Sims™ 2*
Medical	Intern	2	0	0	2	0	0	4	1	9a–6p	Tue & Fri	5	§574	§2,870	-81	-72	-27	45	-36	-27	-45	*The Sims™ 2*
Military	Junior Officer	0	1	0	2	1	0	0	0	7a–1p	Sun & Sat	5	§630	§3,150	-48	-36	-18	0	-24	18	18	*The Sims™ 2*

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Chapter 10: Jobs by Career Level

Level 4 Careers continued

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Music	Summer Camp Music Teacher	0	0	1	2	1	0	0	2	8a–3p	Sun & Sat	5	§335	§1,675	-10	-8	-5	3	-8	2	-4	*Seasons*
Natural Scientist	Scatmaster	0	4	0	3	0	0	3	1	11a–6p	Sun & Sat	5	§787	§3,935	-8	-8	-10	-3	-5	-4	-5	*University*
Paranormal	Hypnotist	0	0	5	0	3	0	0	2	11a–6p	Sun & Wed	5	§672	§3,360	-8	-8	-3	-3	-5	-4	5	*University*
Politics	Campaign Manager	1	0	1	0	0	0	0	1	8a–5p	Tue & Wed	5	§602	§3,010	-64	-64	-24	40	-32	-24	-32	*The Sims™ 2*
Science	Science Teacher	1	0	0	0	0	2	5	1	8a–3p	Sun & Sat	5	§525	§2,625	-56	-42	-14	35	-28	35	42	*The Sims™ 2*
Show Business	Commercial Actor/Actress	0	3	0	0	3	0	0	1	8a–5p	Sun & Mon	5	§861	§4,305	-8	-8	-3	-3	5	-4	5	*University*
Slacker	Record Store Clerk	0	0	0	1	1	0	0	0	10a–3p	Tue & Thu	5	§252	§1,260	-40	-40	-15	25	-20	-15	-20	*The Sims™ 2*

Level 5 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Relic Liberator	0	5	0	2	2	0	0	3	2p–7p	Tue & Wed	5	§580	§2,900	-8	-5	-5	-2	-5	4	-8	*Seasons*
Artist	Wedding Photographer	0	0	5	4	3	2	0	4	8a–3p	Sun & Tue	5	§808	§4,040	-6	-8	-8	-2	5	-4	6	*University*
Athletic	All Star	0	6	0	0	2	0	0	2	9a–3p	Tue & Wed	5	§539	§2,695	-36	-48	-48	0	-24	36	-12	*The Sims™ 2*
Business	Executive	2	0	1	0	4	0	0	1	8a–3p	Sun & Sat	5	§560	§2,800	-42	-56	-14	35	-28	-14	-14	*The Sims™ 2*
Criminal	Getaway Driver	0	1	4	2	0	0	0	2	10p–6a	Sun & Sat	5	§595	§2,975	-48	-40	-64	-24	-32	16	64	*The Sims™ 2*
Culinary	Waiter/Waitress	3	0	2	0	0	0	0	2	2p–7p	Tue & Wed	5	§308	§1,540	-45	-25	-25	35	-25	30	-40	*The Sims™ 2*
Education	High School Teacher	2	0	0	0	3	0	3	5	9a–3p	Sun & Sat	5	§754	§3,770	-7	-2	-8	3	-7	-6	-3	*Seasons*
Gamer	Flag Capturer	2	0	2	2	0	0	0	2	1p–7p	Tue & Sat	5	§325	§1,625	-8	-6	-8	-2	-4	5	-2	*Seasons*
Journalism	Obituary Writer	0	0	2	0	3	3	0	4	11a–5p	Mon & Tue	5	§457	§2,285	-5	-7	-8	5	-5	-1	3	*Seasons*
Law	Paralegal	3	0	0	0	2	0	3	4	9a–4p	Wed & Sat	5	§488	§2,440	-8	-7	-2	2	-5	-7	-4	*Seasons*
Law Enforcement	Vice Squad	1	3	0	0	0	0	0	2	10a–4p	Tue & Wed	5	§686	§3,430	-36	-30	-30	30	-24	36	-30	*The Sims™ 2*
Medical	Resident	3	0	0	3	0	0	5	2	6p–1a	Wed & Thu	5	§672	§3,360	-42	-56	-14	35	-28	-14	-35	*The Sims™ 2*
Military	Counter Intelligence	0	4	0	2	2	0	0	0	8a–2p	Wed & Thu	5	§700	§3,500	-36	-36	-12	0	-24	48	-12	*The Sims™ 2*
Music	Battle of the Bands Judge	0	0	2	3	2	0	0	4	2p–8p	Mon, Wed, Thu	4	§452	§1,808	-8	-5	-2	1	-8	3	-8	*Seasons*
Natural Scientist	Soil Identifier	1	5	0	4	0	0	5	2	9a–4p	Mon & Thu	5	§945	§4,725	-6	-8	-10	-2	-5	-4	-6	*University*
Paranormal	Medium	0	0	5	0	3	1	1	4	5p–12p	Sun & Fri	5	§840	§4,200	-6	-8	-8	-2	-5	-4	-6	*University*
Politics	City Council Member	2	0	2	0	2	0	0	2	9a–3p	Sun & Sat	5	§679	§3,395	-36	-48	-12	30	-24	-12	-12	*The Sims™ 2*
Science	Project leader	2	0	0	0	0	3	6	2	10a–5p	Mon & Thu	5	§630	§3,150	-42	-28	-28	35	-28	42	42	*The Sims™ 2*
Show Business	Cartoon Voice	1	3	2	0	4	0	0	3	1p–8p	Sun & Sat	5	§1,008	§5,040	-6	-8	-8	-2	5	-4	6	*University*
Slacker	Party D.J.	0	0	1	1	2	0	0	2	11p–4a	Tue, Wed, Thu	4	§385	§1,540	-30	-40	-10	25	-20	10	-10	*The Sims™ 2*

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Level 6 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Dread Pirate	0	6	0	3	3	0	0	4	9a–4p	Mon & Tue	5	§870	§4,350	-6	-5	-9	-5	-3	5	-3	*Seasons*
Artist	Art Forger	0	0	5	5	4	3	0	5	2p–9p	Sun, Fri, Sat	4	§1,339	§5,356	-4	-8	-5	-2	-5	-5	-3	*University*
Athletic	MVP	0	8	0	1	3	0	0	3	9a–3p	Tue, Wed, Thu	4	§893	§3,572	-24	-48	-30	0	-30	18	-12	*The Sims™ 2*
Business	Senior Manager	3	0	3	0	4	0	0	2	8a–3p	Sun & Sat	5	§728	§3,640	-42	-56	-14	35	-28	-14	-14	*The Sims™ 2*
Criminal	Bank Robber	0	2	5	4	0	0	0	3	3p–11p	Sun & Sat	5	§742	§3,710	-32	-40	-40	-40	-40	24	-64	*The Sims™ 2*
Culinary	Prep Cook	3	0	2	0	0	3	0	2	9a–3p	Mon & Tue	5	§469	§2,345	-36	-30	-54	-6	3	18	-30	*The Sims™ 2*
Education	University Guest Lecturer	4	0	0	0	4	0	4	7	11a–5p	Sun, Tue, Sat	4	§1,560	§6,240	-8	-8	-4	2	-7	-1	-8	*Seasons*
Gamer	Platform Jumper	3	0	2	4	0	0	0	3	2p–8p	Tue & Thu	5	§453	§2,265	-8	-6	-8	-2	-5	5	-1	*Seasons*
Journalism	Horoscope Writer	0	0	4	0	4	4	0	5	10a–3p	Sun & Sat	5	§668	§3,340	-2	-5	-2	5	-2	5	-3	*Seasons*
Law	Personal Injury Attorney	3	0	0	0	4	0	4	6	10a–5p	Sun & Sat	5	§725	§3,625	-8	-5	-3	2	-8	-6	-5	*Seasons*
Law Enforcement	Detective	4	3	0	0	0	0	2	3	9a–3p	Mon & Tue	5	§756	§3,780	-24	0	-24	30	-30	18	-24	*The Sims™ 2*
Medical	General Practitioner	4	0	0	4	0	0	6	3	10a–6p	Sun & Sat	5	§770	§3,850	-48	-64	-16	40	-32	-16	-16	*The Sims™ 2*
Military	Flight Officer	0	5	0	4	3	0	0	1	9a–3p	Sun & Sat	5	§770	§3,850	-24	-6	-30	0	-30	18	18	*The Sims™ 2*
Music	Roadie	0	0	2	5	3	0	0	5	8a–3p	Tue & Wed	5	§535	§2,675	-10	-8	-8	-1	-1	2	-7	*Seasons*
Natural Scientist	Rogue Botanist	3	5	0	6	0	0	6	4	10a–5p	Tue & Thu	5	§1,134	§5,670	-4	-8	-5	-2	-5	-5	3	*University*
Paranormal	Douser	0	0	6	0	3	3	3	6	5p–12a	Sun & Tue	5	§1,092	§5,460	-4	-8	-5	-2	-5	-5	-3	*University*
Politics	State Assemblyperson	3	0	2	0	4	0	0	3	9a–4p	Sun & Sat	5	§756	§3,780	-42	-56	-14	35	-28	-14	-14	*The Sims™ 2*
Science	Inventor	4	0	0	0	0	4	6	3	10a–7p	Tue & Thu	5	§756	§3,780	-36	-36	-9	-27	-45	99	54	*The Sims™ 2*
Show Business	Supporting Player	2	5	3	0	5	0	0	5	6p–1a	Sun & Fri	5	§1,155	§5,775	-4	-8	-5	-2	5	-5	3	*University*
Slacker	Projectionist	0	0	1	3	2	0	0	4	6p–1a	Wed & Thu	5	§392	§1,960	-42	-56	-14	35	-28	-14	-14	*The Sims™ 2*

Level 7 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Warhead Disarmer	0	7	0	6	3	0	0	5	10a–4p	Sun & Fri	5	§1,050	§5,250	-6	-3	-3	-2	0	-4	-3	*Seasons*
Artist	Fashion Photographer	0	0	6	6	6	3	0	8	10a–5p	Sun, Tue, Thu	4	§1,785	§7,140	-5	-8	-4	-2	6	-4	4	*University*
Athletic	Superstar	0	10	0	2	4	0	0	4	9a–4p	Tue, Wed, Thu	4	§1,190	§4,760	-35	-56	-28	0	-28	28	-7	*The Sims™ 2*
Business	Vice President	4	0	3	0	5	0	0	1	8a–4p	Sun & Sat	5	§924	§4,620	-40	-64	-16	48	-32	-8	-8	*The Sims™ 2*
Criminal	Cat Burglar	0	5	7	4	0	0	0	3	9p–3a	Tue & Thu	5	§896	§4,480	-30	-6	-24	-42	-24	36	-48	*The Sims™ 2*
Culinary	Sous Chef	4	0	4	0	0	4	0	3	2p–9p	Tue & Thu	5	§812	§4,060	-42	-21	-49	21	3	28	-21	*The Sims™ 2*

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Level 7 Careers continued

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Education	High School Principal	5	0	0	0	5	0	5	8	9a–4p	Sun & Sat	5	§1,640	§8,200	-10	-5	-8	4	-6	-4	-4	*Seasons*
Gamer	Power Leveler	4	0	3	5	0	0	0	4	10a–6p	Sun, Mon, Wed	4	§763	§3,052	-10	-8	-8	-4	-4	1	-2	*Seasons*
Journalism	Sports Columnist	0	0	5	0	6	4	0	7	1p–7p	Wed & Fri	5	§874	§4,370	-8	-3	-8	4	-6	5	-7	*Seasons*
Law	Family Law Attorney	4	0	0	0	5	0	5	8	9a–4p	Sun & Sat	5	§865	§4,325	-7	-3	-2	8	-2	-3	-2	*Seasons*
Law Enforcement	Lieutenant	5	4	0	0	0	0	4	5	9a–3p	Sun & Sat	5	§826	§4,130	-30	-30	-24	36	-24	24	-24	*The Sims™ 2*
Medical	Specialist	5	0	0	7	0	0	7	4	10a–4p	Sun & Sat	5	§875	§4,375	-30	-48	-12	36	-24	-6	-6	*The Sims™ 2*
Military	Senior Officer	0	6	0	5	3	0	0	3	8a–2p	Sun & Sat	5	§812	§4,060	-30	-18	-24	0	-24	24	18	*The Sims™ 2*
Music	Studio Musician	0	0	4	6	4	0	0	7	9p–3a	Mon & Thu	5	§1,030	§5,150	-8	-7	-3	-2	-5	4	-8	*Seasons*
Natural Scientist	Animal Linguist	6	5	0	6	0	0	6	6	10a–5p	Sun & Sat	4	§1,344	§5,376	-5	-8	-4	-2	6	-4	4	*University*
Paranormal	Police Psychic	0	0	7	0	4	4	6	8	1p–7p	Sun & Sat	5	§1,386	§6,930	-5	-8	-4	-2	-6	-4	-4	*University*
Politics	Congressperson	4	0	3	0	6	0	0	5	9a–3p	Sun & Sat	5	§840	§4,200	-30	-48	-12	36	-24	-6	-6	*The Sims™ 2*
Science	Scholar	5	0	0	0	0	5	7	3	8a–1p	Sun & Sat	5	§896	§4,480	-25	-20	-10	30	-20	20	20	*The Sims™ 2*
Show Business	Broadway Star	3	7	4	0	6	0	0	7	6p–1a	Mon, Wed, Fri	4	§1,312	§5,248	-5	-8	-4	-2	6	-4	4	*University*
Slacker	Home Video Editor	0	0	2	4	2	0	0	5	11a–5p	Tue, Wed, Thu	4	§613	§2,452	-30	-48	-12	36	-24	-6	-6	*The Sims™ 2*

Level 8 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Hostage Negotiator	0	7	0	7	5	0	0	7	9a–3p	Tue, Wed, Thu	4	§1,560	§6,240	-5	-6	-4	-2	0	7	-2	*Seasons*
Artist	Acclaimed Muralist	0	0	7	7	7	4	0	9	12p–7p	Sun, Wed, Fri, Sat	3	§2,232	§6,696	-5	-8	-7	-2	-6	-7	-1	*University*
Athletic	Assistant Coach	0	10	0	4	5	0	0	5	9a–2p	Tue, Wed, Thu	4	§1,488	§5,952	-25	-40	-35	0	-35	5	-15	*The Sims™ 2*
Business	President	6	0	4	0	5	0	0	1	8a–4p	Tue, Sat, Sun	4	§1,400	§5,600	-40	-64	-16	48	-32	8	0	*The Sims™ 2*
Criminal	Counterfeiter	0	6	7	7	0	0	0	4	9a–3p	Sun & Sat	5	§1,064	§5,320	-30	-36	-42	-36	-42	18	48	*The Sims™ 2*
Culinary	Executive Chef	6	0	5	0	0	5	0	4	9a–3p	Tue, Wed, Thu	4	§1,208	§4,832	-30	-36	-24	36	3	42	-12	*The Sims™ 2*
Education	College Senior Professor	7	0	0	0	5	0	6	9	10a–5p	Sun & Sat	5	§1,982	§9,910	-6	-8	-4	4	-10	-3	-7	*Seasons*
Gamer	Real Time Strategizer	6	0	4	6	0	0	0	5	10a–5p	Sun & Sat	5	§950	§4,750	-8	-5	-8	-1	-7	6	-1	*Seasons*
Journalism	Investigatory Journalist	0	0	6	0	8	5	0	9	12p–7p	Tue & Fri	5	§1,168	§5,840	-10	-8	-2	-5	-4	8	-5	*Seasons*
Law	International Corporate Lawyer	6	0	0	0	6	0	6	9	9a–4p	Sun & Sat	5	§865	§4,325	-7	-3	-2	8	-2	-3	-2	*Seasons*
Law Enforcement	SWAT Team Leader	6	5	0	0	0	0	6	6	11a–6p	Sun & Sat	5	§875	§4,375	-35	-28	-49	42	-49	42	-49	*The Sims™ 2*
Medical	Surgeon	7	0	0	9	0	0	8	5	10a–4p	Sun & Sat	5	§980	§4,900	-30	-48	-12	36	-24	6	-6	*The Sims™ 2*

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Level 8 Careers continued

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Military	Commander	0	7	0	5	5	0	0	4	9a–3p	Sun & Sat	5	§840	§4,200	-30	0	-18	0	-42	6	42	*The Sims™ 2*
Music	Concert Pianist	0	0	5	7	5	0	0	8	11a–6p	Sun, Tue, Wed, Thu	3	§1,950	§5,850	-8	-6	2	5	-7	5	-4	*Seasons*
Natural Scientist	Unnatural Crossbreeder	8	5	0	7	0	0	7	8	9a–4p	Tue & Thu	4	§1,554	§6,216	-5	-8	-7	-2	6	-7	1	*University*
Paranormal	UFO Investigator	0	0	7	0	5	4	7	9	10a–5p	Sun, Tue, Sat	4	§2,100	§8,400	-5	-8	-7	-2	6	-7	1	*University*
Politics	Judge	7	0	3	0	8	0	0	6	10a–2p	Sat, Sun, Wed	4	§1,138	§4,552	-20	-32	-8	0	-16	4	20	*The Sims™ 2*
Science	Top Secret Researcher	8	0	0	0	0	6	7	3	10a–3p	Tue & Thu	5	§1,036	§5,180	-25	-20	-10	-15	-35	40	35	*The Sims™ 2*
Show Business	Leading Man/Lady	4	10	5	0	7	0	0	9	1p–7p	Sun, Wed, Fri, Sat	3	§2,205	§6,615	-5	-8	-7	-2	6	-7	5	*University*
Slacker	Freelance Photographer	0	0	3	4	3	0	0	7	2p–7p	Tue, Wed, Thu	4	§788	§3,152	-25	-40	-10	30	-20	5	0	*The Sims™ 2*

Level 9 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	International Sim of Mystery	0	8	0	8	7	0	0	9	2p–10p	Mon, Tue, Wed	4	§1,910	§7,640	-6	-6	-2	-2	0	5	-1	*Seasons*
Artist	Conceptual Artist	0	0	9	8	7	5	0	10	10a–5p	Sun, Thu, Fri, Sat	3	§2,625	§7,875	-4	-8	-2	-2	-6	-4	-3	*University*
Athletic	Coach	0	10	0	7	7	0	0	6	9a–3p	Tue, Wed, Thu	4	§1,750	§7,000	-24	-48	-12	0	-24	18	12	*The Sims™ 2*
Business	CEO	7	0	6	0	6	0	0	1	9a–4p	Wed, Sat, Sun	4	§1,663	§6,652	-28	-56	-14	42	-28	7	7	*The Sims™ 2*
Criminal	Smuggler	0	7	9	7	0	0	0	5	2a–8a	Mon, Tue, Wed	4	§1,575	§6,300	-60	-48	-12	36	-24	18	42	*The Sims™ 2*
Culinary	Restaurateur	7	0	7	0	0	8	0	6	2p–10p	Mon, Tue, Wed	4	§1,330	§5,320	-40	-32	-16	64	3	40	-8	*The Sims™ 2*
Education	College Dean of Students	8	0	0	0	7	0	8	11	10a–5p	Wed & Sat	5	§2,430	§12,150	-8	-7	-8	3	-4	-8	-6	*Seasons*
Gamer	Guild Leader	7	0	6	7	0	0	0	7	2p–9p	Mon, Thu, Fri	4	§1,250	§5,000	-8	-8	-8	2	-7	-3	-1	*Seasons*
Journalism	Magazine Editor	0	0	7	0	9	5	0	11	9a–4p	Sun & Thu	5	§1,460	§7,300	-7	-6	-1	2	-8	2	-4	*Seasons*
Law	Entertainment Attorney	6	0	0	0	8	0	7	11	10a–5p	Sun & Sat	5	§1,572	§7,860	-7	-4	-5	2	-3	3	3	*Seasons*
Law Enforcement	Police Chief	9	7	0	0	0	0	7	8	8a–4p	Sun & Mon	5	§910	§4,550	-32	-56	-16	56	-32	56	-16	*The Sims™ 2*
Medical	Medical Researcher	8	0	0	0	0	0	9	7	11a–6p	Fri, Sat, Sun	4	§1,356	§5,424	-28	-56	-14	-7	-28	7	21	*The Sims™ 2*
Military	Astronaut	0	10	0	6	5	0	0	5	9a–3p	Sat, Sun, Mon	4	§1,094	§4,376	-24	-6	-12	0	-24	60	-30	*The Sims™ 2*
Music	Symphony Conductor	0	0	7	7	6	0	0	9	3p–9p	Mon, Wed, Thu	4	§2,100	§8,400	-10	-7	2	8	-5	-5	-7	*Seasons*
Natural Scientist	Dinosaur Cloner	10	6	0	9	0	0	8	10	11a–6p	Sun, Mon, Sat	4	§2,283	§9,132	-4	-8	-2	-2	-6	-4	3	*University*
Paranormal	Exorcist	0	0	8	0	6	5	8	10	9p–3a	Mon, Tue, Thu, Sat	3	§2,494	§7,482	-4	-8	-2	-2	6	-4	-3	*University*
Politics	Senator	8	0	5	0	9	0	0	8	9a–6p	Sat, Sun, Mon	4	§1,225	§4,900	-36	-72	-18	54	-36	27	27	*The Sims™ 2*
Science	Theorist	9	0	0	0	0	7	9	5	10a–2p	Sun, Mon, Sat	4	§1,522	§6,088	-16	-24	-8	24	-16	12	24	*The Sims™ 2*
Show Business	Blockbuster Director	5	10	7	0	9	0	0	11	10a–5p	Sun, Wed, Fri, Sat	3	§3,051	§9,153	-4	-8	-2	-2	6	-4	3	*University*
Slacker	Freelance Web Designer	0	0	4	4	4	0	0	10	10a–3p	Fri, Sat, Sun, Mon	3	§933	§2,799	-20	-40	-10	30	-20	5	5	*The Sims™ 2*

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Level 10 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Space Pirate	0	10	0	9	9	0	0	11	3p–8p	Mon & Fri	5	§2,730	§13,650	-7	-4	-2	-4	0	9	3	*Seasons*
Artist	Visionary	0	0	10	0	7	6	0	13	1p–6p	Sun, Mon, Wed, Fri	3	§4,549	§13,647	-4	-8	-2	-2	8	-4	2	*University*
Athletic	Hall of Famer	0	10	0	7	10	0	0	8	11a–5p	Fri, Sat, Sun, Mon	3	§3,033	§9,099	-24	-48	-12	0	-24	12	12	*The Sims™ 2*
Business	Business Tycoon	9	0	7	0	8	0	0	1	10a–4p	Fri, Sat, Sun	4	§2,100	§8,400	-24	-48	-12	48	-24	12	12	*The Sims™ 2*
Criminal	Criminal Mastermind	0	8	10	10	0	0	0	7	5p–11p	Sun, Mon, Wed	4	§1,925	§7,700	-24	-30	-12	-30	-24	36	48	*The Sims™ 2*
Culinary	Celebrity Chef	8	0	10	0	0	10	0	7	3p–8p	Fri, Sat, Sun, Mon	3	§2,170	§6,510	-20	-20	-10	50	2	45	15	*The Sims™ 2*
Education	Education Minister	10	0	0	0	8	0	9	13	10a–4p	Sun & Thu	5	§3,450	§17,250	-9	-7	-8	-2	-8	-4	-2	*Seasons*
Gamer	Game Designer	10	0	7	8	0	0	0	9	10a–6p	Sun & Sat	5	§1,960	§9,800	-10	-8	-2	-8	-8	8	3	*Seasons*
Journalism	Media Magnate	0	0	9	0	10	6	0	13	10a–6p	Sun & Sat	5	§2,350	§11,750	-10	-4	-2	5	-10	-3	-7	*Seasons*
Law	The Law	7	0	0	0	10	0	8	13	10a–5p	Wed & Sat	5	§1,912	§9,560	-8	-4	-8	5	-5	3	-8	*Seasons*
Law Enforcement	Captain Hero	9	10	0	0	0	0	8	10	10a–4p	Tue, Wed, Thu	4	§1,225	§4,900	-24	0	-12	48	-3	54	-12	*The Sims™ 2*
Medical	Chief of Staff	10	0	0	0	0	0	10	9	9a–4p	Sat, Sun, Mon	4	§1,488	§5,952	-28	-56	-14	56	-28	14	14	*The Sims™ 2*
Military	General	0	10	0	8	7	0	0	6	10a–4p	Fri, Sat, Sun	4	§1,138	§4,552	-24	-42	-12	0	-24	12	30	*The Sims™ 2*
Music	Rock God	0	0	9	7	8	0	0	11	5p–11p	Mon, Wed, Thu	4	§2,830	§11,320	-10	-8	-7	-3	-8	8	-8	*Seasons*
Natural Scientist	Ecological Guru	10	8	0	10	0	0	8	12	12p–9a	Mon, Tue, Thu, Fri, Sat, Sun	1	§10,497	§10,497	10	10	-10	10	10	10	10	*University*
Paranormal	Cult Leader	0	0	10	0	10	7	9	13	6p–3a	Sun, Mon, Wed, Thu, Fri	2	§4,725	§9,450	5	-8	3	4	10	5	10	*University*
Politics	Mayor	10	0	7	0	10	0	0	10	10a–4p	Fri, Sat, Sun	4	§1,313	§5,252	-24	-48	-12	48	-24	30	30	*The Sims™ 2*
Science	Mad Scientist	10	0	0	0	0	9	10	8	10p–2a	Sun, Mon, Fri, Sat	3	§2,333	§6,999	-16	-12	-28	8	-16	28	12	*The Sims™ 2*
Show Business	Icon	6	10	9	0	10	0	0	14	4p–9p	Sun, Mon, Fri, Sat	3	§5,022	§15,066	-4	-8	-2	-2	10	-4	10	*University*
Slacker	Professional Party Guest	0	0	5	4	5	0	0	13	10p–2a	Mon, Tue, Wed, Thu	3	§1,400	§4,200	-16	-32	-8	32	-16	8	8	*The Sims™ 2*

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Teen/Elder Careers

Level 1 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Ambassador's Intern	0	0	0	0	0	0	0	0	3p–6p	Sun & Thu	5	§72	§360	-8	-5	-3	-4	-4	-2	-7	*Seasons*
Athletic	Waterperson	0	0	0	0	0	0	0	0	3p–6p	Sun & Fri	5	§97	§485	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Business	Gofer	0	0	0	0	0	0	0	0	3p–6p	Sun & Fri	5	§52	§260	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Criminal	Street Hawker	0	0	0	0	0	0	0	0	3p–6p	Mon & Thu	5	§50	§250	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Culinary	Dishwasher	0	0	0	0	0	0	0	0	3p–6p	Mon & Fri	5	§63	§315	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Education	Playground Monitor	0	0	0	0	0	0	0	0	3p–6p	Sun & Sat	5	§64	§320	-10	-2	-8	2	-5	-2	-4	*Seasons*
Gamer	Noob	0	0	0	0	0	0	0	0	3p–6p	Mon & Fri	5	§45	§225	-5	-3	-8	-4	-5	2	-5	*Seasons*
Journalism	Yearbook Club Supervisor	0	0	0	0	0	0	0	0	3p–6p	Sun & Sat	5	§57	§285	-4	-7	-3	4	-8	-2	-3	*Seasons*
Law	File Clerk	0	0	0	0	0	0	0	0	3p–6p	Sun & Sat	5	§74	§370	-7	-5	-2	-2	-5	-10	-4	*Seasons*
Law Enforcement	School Crossing Guard	0	0	0	0	0	0	0	0	3p–6p	Sun & Sat	5	§45	§225	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Medical	Nursing Home Attendant	0	0	0	0	0	0	0	0	3p–6p	Mon & Wed	5	§65	§325	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Military	Paintball Attendant	0	0	0	0	0	0	0	0	3p–6p	Mon & Sat	5	§57	§285	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Music	Record Store Clerk	0	0	0	0	0	0	0	0	3p–6p	Sun & Wed	5	§52	§260	-5	-4	-2	5	-7	2	-7	*Seasons*
Politics	Door to Door Poller	0	0	0	0	0	0	0	0	5p–9p	Mon & Thu	5	§53	§265	-42	-33	-13	17	-21	-17	-42	*The Sims™ 2*
Science	Lab Glass Scrubber	0	0	0	0	0	0	0	0	3p–6p	Sun & Fri	5	§64	§320	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	3p–6p	Mon & Sat	5	§45	§225	-31	-25	-9	13	-16	-13	-31	*The Sims™ 2*
Politics	Congressperson	4	0	3	0	6	0	0	5	9a–3p	Sun & Sat	5	§840	§4,200	-30	-48	-12	36	-24	-6	-6	*The Sims™ 2*
Science	Scholar	5	0	0	0	0	5	7	3	8a–1p	Sun & Sat	5	§896	§4,480	-25	-20	-10	30	-20	20	20	*The Sims™ 2*
Show Business	Broadway Star	3	7	4	0	6	0	0	7	6p–1a	Mon, Wed, Fri	4	§1,312	§5,248	-5	-8	-4	-2	6	-4	4	*University*
Slacker	Home Video Editor	0	0	2	4	2	0	0	5	11a–5p	Tue, Wed, Thu	4	§613	§2,452	-30	-48	-12	36	-24	-6	-6	*The Sims™ 2*

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Level 2 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Spelunker	0	1	0	0	0	0	0	0	3p–6p	Mon & Wed	5	§95	§475	-8	-8	-10	1	-7	8	-8	*Seasons*
Athletic	Locker Room Attendant	0	1	0	1	0	0	0	1	3p–6p	Mon & Sat	5	§110	§550	-24	-24	-9	12	-12	-9	-24	*The Sims™ 2*
Business	Mailroom Technician	1	0	0	0	0	0	0	2	3p–6p	Mon & Sat	5	§76	§380	-24	-24	-9	12	-12	-9	-24	*The Sims™ 2*
Criminal	Numbers Runner	0	0	1	0	0	0	0	1	3p–6p	Mon & Wed	5	§62	§310	-15	-18	-12	12	-18	9	-6	*The Sims™ 2*
Culinary	Drive Through Clerk	0	0	0	0	0	1	0	1	5p–9p	Mon & Wed	5	§84	§420	-32	-20	-40	-16	-40	-12	-12	*The Sims™ 2*
Education	Teacher's Aide	0	0	0	1	0	0	1	1	3p–7p	Sun & Sat	5	§86	§430	-8	-2	-7	4	-5	-3	-8	*Seasons*
Gamer	Button Masher	0	0	1	0	0	0	0	0	3p–6p	Wed & Sat	5	§74	§370	-8	-5	-8	-4	-2	3	-1	*Seasons*
Journalism	Blog Writer	0	0	1	0	0	0	0	1	3p–6p	Mon & Wed	5	§84	§420	-4	-7	-8	7	-5	2	-2	*Seasons*
Law	Law Firm Receptionist	1	0	0	0	0	0	0	1	3p–7p	Sun & Sat	5	§98	§490	-6	-4	-8	1	-7	-8	-5	*Seasons*
Law Enforcement	Parking Lot Attendant	1	1	0	0	0	0	0	1	6p–9p	Tue & Thu	5	§75	§375	-15	-15	-15	-15	-15	-15	-15	*The Sims™ 2*
Medical	Orderly	0	0	0	0	0	0	1	1	3p–6p	Sun & Wed	5	§87	§435	-24	-24	-21	12	-12	-9	-24	*The Sims™ 2*
Military	Recruit Training Corps	0	0	0	0	1	0	0	1	6p–10p	Mon & Wed	5	§77	§385	-24	-24	-60	12	-20	-20	-28	*The Sims™ 2*
Music	Piano Tuner	0	0	1	0	0	0	0	0	3p–6p	Tue & Thu	5	§75	§375	-5	-2	-4	1	-7	-2	-7	*Seasons*
Politics	Campaign Worker	0	0	0	0	1	0	0	2	3p–6p	Wed & Sun	5	§72	§360	-27	-18	-18	15	-18	-12	-24	*The Sims™ 2*
Science	Test Subject	1	0	0	0	0	0	0	1	3p–6p	Mon & Sat	5	§105	§525	-21	-21	-6	-9	-21	-21	-18	*The Sims™ 2*
Slacker	Gas Station Attendant	0	0	0	1	0	0	0	2	3p–6p	Mon & Thu	5	§71	§355	-24	-24	-9	12	-12	-9	-24	*The Sims™ 2*
Politics	Judge	7	0	3	0	8	0	0	6	10a–2p	Sat, Sun, Wed	4	§1,138	§4,552	-20	-32	-8	0	-16	4	20	*The Sims™ 2*
Science	Top Secret Researcher	8	0	0	0	0	6	7	3	10a–3p	Tue & Thu	5	§1,036	§5,180	-25	-20	-10	-15	-35	40	35	*The Sims™ 2*
Show Business	Leading Man/Lady	4	10	5	0	7	0	0	9	1p–7p	Sun, Wed, Fri, Sat	3	§2,205	§6,615	-5	-8	-7	-2	6	-7	5	*University*
Slacker	Freelance Photographer	0	0	3	4	3	0	0	7	2p–7p	Tue, Wed, Thu	4	§788	§3,152	-25	-40	-10	30	-20	5	0	*The Sims™ 2*

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Level 3 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
Adventurer	Multiregional Sim of Some Question	0	2	0	0	2	0	0	1	5p–9p	Su, Wed, Sat	4	§125	§500	-8	-6	-3	4	-6	3	-1	*Seasons*
Athletic	Team Mascot	0	2	0	2	1	0	0	0	3p–6p	Sun & Mon	5	§125	§625	-24	-24	-9	12	-12	-9	-24	*The Sims™ 2*
Business	Executive Assistant	1	0	1	0	1	0	0	6	3p–7p	Sun & Sat	5	§98	§490	-32	-32	-12	16	-16	-12	-32	*The Sims™ 2*
Criminal	Pickpocket	0	1	2	1	0	0	0	1	3p–6p	Wed & Thu	5	§105	§525	-36	-15	-24	-24	-27	-18	-21	*The Sims™ 2*
Culinary	Fast Food Shift Manager	1	0	1	0	0	1	0	4	5p–10p	Wed & Thu	5	§91	§455	-40	-20	-50	5	-29	-5	-25	*The Sims™ 2*
Education	Substitute Teacher	0	0	0	1	1	0	2	2	3p–6p	Sun & Wed	5	§116	§580	-10	-2	-8	4	-3	-5	-2	*Seasons*
Gamer	Trash Talker	0	0	2	0	0	0	0	1	5p–9p	Sun & Mon	5	§107	§535	-8	-3	-8	-5	-6	4	-1	*Seasons*
Journalism	Internet Movie Critic	0	0	1	0	1	0	0	2	3p–6p	Tue & Thu	5	§115	§575	-4	-8	-4	-10	2	3	3	*Seasons*
Law	Legal Secretary	2	0	0	0	0	0	1	2	3p–7p	Sun & Sat	5	§145	§725	-8	-6	-2	1	-6	-8	-2	*Seasons*
Law Enforcement	Security Guard	1	2	0	0	0	0	0	3	9p–1a	Mon & Tue	5	§125	§625	-24	-28	-16	-16	-20	-12	-24	*The Sims™ 2*
Medical	Emergency Medical Technician	0	0	0	2	0	0	2	3	7p–10p	Tue & Thu	5	§125	§625	-24	-24	-24	12	-12	-27	-24	*The Sims™ 2*
Military	Recruit	0	1	0	0	1	0	0	2	3p–6p	Sun & Wed	5	§100	§500	-30	-15	-30	3	-30	-15	-15	*The Sims™ 2*
Music	Coffee Shop Sound Engineer	0	0	2	1	0	0	0	1	4p–7p	Sun & Mon	5	§98	§490	-5	-5	-7	2	-8	-2	-7	*Seasons*
Politics	Intern	1	0	1	0	1	0	0	4	3p–6p	Sun & Sat	5	§112	§560	-24	-24	-9	12	-12	-9	-24	*The Sims™ 2*
Science	Lab Asst	1	0	0	0	0	1	1	2	3p–6p	Sun & Sat	5	§115	§575	-24	-15	-30	-12	-30	-6	-21	*The Sims™ 2*
Slacker	Convenience Store Clerk	0	0	1	1	1	0	0	4	5p–9p	Mon & Tue	5	§96	§480	-32	-32	-12	16	-16	-12	-32	*The Sims™ 2*
Politics	Congressperson	4	0	3	0	6	0	0	5	9a–3p	Sun & Sat	5	§840	§4,200	-30	-48	-12	36	-24	-6	-6	*The Sims™ 2*
Science	Scholar	5	0	0	0	0	5	7	3	8a–1p	Sun & Sat	5	§896	§4,480	-25	-20	-10	30	-20	20	20	*The Sims™ 2*
Show Business	Broadway Star	3	7	4	0	6	0	0	7	6p–1a	Mon, Wed, Fri	4	§1,312	§5,248	-5	-8	-4	-2	6	-4	4	*University*
Slacker	Home Video Editor	0	0	2	4	2	0	0	5	11a–5p	Tue, Wed, Thu	4	§613	§2,452	-30	-48	-12	36	-24	-6	-6	*The Sims™ 2*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort								Community Sort						
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
#4234 by C. Lee Funkensnooz	§2,200	§330	§220	§880	0	5	0	0	6	0	4									Comfort								X						The Sims™ 2
? = (C*1)?	§470	§70	§47	§188	0	6	0	0	0	0	0									Comfort					X				X			X		The Sims™ 2
12th Century Song Dynasty Sculpted Vase	§4,000	§0	§0	§0	0	0	0	0	0	0	10									Decorative		X			X				X					The Sims™ 2
4 by 4 Designer Chandelier	§120	§18	§12	§48	0	0	0	0	0	0	1									Lighting			X		X	X	X		X					The Sims™ 2
52 Pickup Card Table	§630	§95	§63	§252	0	0	0	0	0	9	0									Hobbies		X			X				X					Nightlife
A Beary Good Friend	§465	§69	§46	§186	0	0	0	0	0	0	4									Decorative		X		X					X					Bon Voyage
A Cat Haiku by D. Marga	§325	§48	§32	§130	0	0	0	0	0	0	3									Decorative		X		X	X				X					Pets
A Dog Haiku by D. Marga	§325	§48	§32	§130	0	0	0	0	0	0	3									Decorative		X		X	X				X			X		Pets
A Fantastic End Table!	§140	§21	§14	§56	0	0	0	0	0	0	0									Surfaces					X				X					Family Fun Stuff
A Home for All Seasons	§4,250	§637	§425	§1,700	0	0	0	0	0	0	10									Decorative	X	X			X				X			X		Seasons
A Less Threatening Rack	§720	§33	§22	§88	0	0	0	0	0	0	2									Decorative			X		X		X		X				X	Seasons
A Little Patch of Country from Ruggers Unlimited	§450	§67	§45	§180	0	0	0	0	0	0	0									Decorative		X	X		X		X		X					Seasons
A Lot of Hot Air	§725	§33	§22	§90	0	0	0	0	0	0	2									Miscellaneous				X					X					Celebration Stuff
A Luxurious Night's Sleep	§3,200	§480	§320	§1,280	0	8	0	0	7	0	6									Comfort							X		X					Glamour Stuff
A Not-So Lonely Shelf	§315	§47	§31	§126	0	0	0	0	0	0	3									Decorative		X	X						X					Seasons
A Portrait of Fuzzy Babies	§415	§62	§41	§166	0	0	0	0	0	0	3									Decorative			X		X	X	X		X					Pets
A Portrait of My First Holiday Memory	§900	§135	§90	§360	0	0	0	0	0	0	6									Decorative			X		X	X	X		X				X	Holiday
A Sim Noir Print	§3,000	§450	§300	§1,200	0	0	0	0	0	0	10									Decorative			X		X	X	X		X					Glamour Stuff
A Stroke by Alfred D'Simvo	§1,700	§0	§0	§0	0	0	0	0	0	0	10									Decorative			X		X	X	X		X					Nightlife
A Touch of Autumn Cornucopia	§73	§10	§7	§29	0	0	0	0	0	0	1									Decorative			X		X	X	X		X					Holiday
A Tropical Dream	§475	§71	§47	§190	0	0	0	0	0	0	0									Decorative			X		X	X	X		X					Bon Voyage
Absolutely Nothing Special	§85	§12	§8	§34	0	0	0	0	0	0	1									Lighting	X		X		X	X	X		X					The Sims™ 2
Abstrusionism by Gordon Flatcher	§5,000	§750	§500	§2,000	0	0	0	0	0	0	10									Decorative		X	X		X	X	X		X			X		Glamour Stuff
Action Traveler's Action Tent	§650	§97	§65	§260	0	3	0	0	3	0	1									Comfort				X					X			X		Bon Voyage
Ad-a-Quaint Barstool	§285	§42	§28	§114	0	3	0	0	0	0	0									Comfort					X		X		X			X		The Sims™ 2
Ad-a-Quaint Coffee Table	§140	§21	§14	§56	0	0	0	0	0	0	0									Surfaces					X		X		X					The Sims™ 2
Adorable Ocean Liner	§275	§42	§28	§110	0	0	0	0	0	0	2									Decorative		X			X				X					Family Fun Stuff
Affluent Animal Dinner Dish	§125	§18	§12	§50	8	0	0	0	0	0	0									Miscellaneous								X	X			X		Pets
Affluent Armoire by Well Bred and Co.	§825	§139	§83	§370	0	0	0	0	0	0	3									Miscellaneous							X		X			X		Glamour Stuff
Ahead of the Table by It Creations	§295	§44	§29	§118	0	3	0	0	0	0	0									Comfort		X					X		X			X		Teen Style Stuff
Alas, a Lamp	§340	§51	§34	§136	0	0	0	0	0	0	2									Lighting		X	X		X				X					Open for Business
Almost Deco Wall Sconce	§164	§27	§18	§73	0	0	0	0	0	0	1									Lighting			X		X	X	X		X			X		The Sims™ 2
Almost There by Artis Cool	§725	§108	§72	§290	0	0	0	0	0	0	6									Decorative		X	X		X		X		X			X		Bon Voyage
Aluminium Privacy Blinds by P. King Tom Trading Co.	§80	§12	§8	§32	0	0	0	0	0	0	1									Decorative				X	X	X	X		X			X		The Sims™ 2
A-maz-ing Matey!	§1,050	§157	§105	§420	0	0	0	0	0	0	0									Electronics					X		X		X					University
American Tableau Table	§425	§64	§43	§170	0	0	0	0	0	0	0									Surfaces			X					X				X		Nightlife
An Anonymous Masterpiece	§110	§0	§0	§0	0	0	0	0	0	0	1									Decorative		X	X		X		X		X					Nightlife
An Odd Foretelling	§455	§360	§240	§960	0	0	0	0	0	0	4									Decorative		X			X		X		X					Seasons

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Atomic Clothing Manager by Streamlined Industries	§950	§142	§95	§380	0	0	0	0	0	0	5									Miscellaneous							X		X			X			Pets
Atomicles Loveseat by Nucular Novelties	§1,000	§150	§100	§400	0	8	0	0	2	0	0									Comfort					X				X						Pets
Atomotoybot by Galactico	§55	§8	§5	§22	0	0	0	0	0	7	0									Miscellaneous	X								X			X			Pets
Aunt Julianna's Old Moneymaker	§225	§34	§23	§90	0	0	0	0	0	0	0									Electronics									X			X			Open for Business
Auntie May's Bar Stool	§310	§46	§31	§124	0	4	0	0	0	0	0									Comfort					X			X	X			X			Seasons
Average Paws Bedding	§550	§82	§55	§220	0	5	0	0	7	0	0									Miscellaneous				X					X		X				Pets
Axe-olutely Throwing Station	§380	§57	§38	§152	0	0	0	0	0	4	1									Hobbies				X							X				Bon Voyage
B Stroke by Alfred D'Simvo	§1,700	§0	§0	§0	0	0	0	0	0	0	10									Decorative		X	X		X		X		X			X			Nightlife
Bachman Busbar	§600	§90	§60	§240	0	0	0	0	0	3	0									Miscellaneous			X		X			X							The Sims™ 2
Backcountry Vanity	§900	§135	§90	§360	0	0	0	0	0	0	2									Surfaces							X					X			Seasons
Backyard Pyramid Big One	§950	§142	§95	§380	0	0	0	0	0	0	6									Decorative				X					X		X				Bon Voyage
Backyard Pyramid Corner In	§1,900	§285	§190	§760	0	0	0	0	0	0	10									Decorative				X					X		X				Bon Voyage
Backyard Pyramid Corner Out	§1,400	§210	§140	§560	0	0	0	0	0	0	10									Decorative				X					X		X				Bon Voyage
Backyard Pyramid Little One	§560	§84	§56	§224	0	0	0	0	0	0	4									Decorative				X					X		X				Bon Voyage
Backyard Pyramid What an Arch	§1,150	§172	§115	§460	0	0	0	0	0	0	7									Decorative				X					X		X				Bon Voyage
Bam Bam Boo	§760	§114	§76	§304	0	0	0	0	0	0	4									Decorative			X	X	X			X	X		X	X	X		Bon Voyage
Bamboo Chair by Island Lumberjacks	§220	§33	§22	§88	0	3	0	0	0	0	0									Comfort				X									X		Seasons
Bangpae Yeon from Simporters, Ltd.	§700	§0	§0	§0	0	0	0	0	0	0	5									Decorative		X	X		X	X	X	X	X						The Sims™ 2
Banner for Four Seasons	§65	§9	§6	§26	0	0	0	0	0	0	1									Decorative				X					X	X	X	X			Seasons
Banquet Chair by Well Bred and Co.	§1,200	§180	§120	§480	0	7	0	0	0	0	2									Comfort			X		X			X					X		Glamour Stuff
Banquet of Six by Well Bred and Co.	§1,050	§158	§105	§420	0	0	0	0	0	0	2									Surfaces			X										X		Glamour Stuff
Baroccoco Loveseat by MiRE	§1,250	§187	§125	§500	0	8	0	0	2	0	0									Comfort					X				X						The Sims™ 2
Baroccoco Sofa by MiRE	§1,500	§225	§150	§600	0	9	0	0	2	0	2									Comfort					X							X			The Sims™ 2
Barstool by Simulated Comfort	§690	§103	§69	§276	0	7	0	0	0	0	2									Comfort					X			X	X			X			Pets
Basically Bare Bulb from Electric Lighting	§25	§3	§2	§10	0	0	0	0	0	0	1									Lighting					X	X	X	X	X			X			The Sims™ 2
Be There Designs Bazaar Sofa	§800	§120	§80	§320	0	8	0	0	2	0	0									Comfort					X							X			The Sims™ 2
Beach Party Bar	§1,600	§240	§160	§640	0	0	0	0	0	3	0									Miscellaneous			X		X			X	X				X		Seasons
Beach Party Barstool	§295	§44	§29	§118	0	3	0	0	0	0	0									Comfort					X			X	X			X			Seasons
BeamOLite Compacto Wall Lamp by Ray Diant	§210	§32	§21	§84	0	0	0	0	0	0	1									Lighting					X				X			X			Nightlife
BeamOLite Extendo Wall Lamp by Ray Diant	§225	§34	§23	§90	0	0	0	0	0	0	1									Lighting					X				X			X			Nightlife
Beary Cute Pedestal	§600	§0	§0	§0	0	0	0	0	0	0	6									Decorative		X		X					X		X	X			Open for Business
Bed by St. Ajoque Reproductions	§1,200	§180	§120	§480	0	5	0	0	6	0	2									Comfort							X								The Sims™ 2
Bella Squared	§1,000	§0	§0	§0	0	0	0	0	0	0	7									Decorative		X	X		X		X		X			X			The Sims™ 2
Belle Epoque Tiffany wall lamp by Frufru Lighting Design	§300	§45	§30	§120	0	0	0	0	0	0	2									Lighting		X	X		X		X		X			X			Nightlife

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort								Community Sort				
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
Ancient Soakalicious Spring	§9,500	§1,425	§950	§3,800	0	6	0	0	0	7	10									Hobbies				X					X					*Bon Voyage*
Ancient Transport Urn Sculpture	§500	§0	§0	§0	0	0	0	0	0	4	0									Decorative		X		X					X					*The Sims™ 2*
Andromeda Far Out Dresser	§485	§72	§48	§194	0	0	0	0	0	10										Miscellaneous							X		X			X		*Pets*
Andromeda Lil Astronaut Desk	§550	§82	§55	§220	0	0	0	0	0	0										Surfaces		X							X					*Pets*
Ankle-Height Light by GamBleam Industries	§105	§15	§10	§42	0	0	0	0	0	1										Lighting				X					X			X		*Open for Business*
Antebellum Wall Lamp	§360	§54	§36	§144	0	0	0	0	0	2										Lighting			X		X	X	X		X			X		*The Sims™ 2*
Anthony Roc Board Hanger by Fun in the Sun	§105	§15	§10	§42	0	0	0	0	0	1										Decorative		X			X	X	X		X					*Teen Style Stuff*
Anti-Quaint-Ed Ltd. Ed. Armoire	§250	§37	§25	§100	0	0	0	0	0	0										Miscellaneous							X							*The Sims™ 2*
Anti-Quaint-Ed-Medium Ltd. Ed. Armoire	§235	§35	§23	§94	0	0	0	0	0	0										Miscellaneous							X		X					*Open for Business*
Antique Lace Curtains	§165	§24	§16	§66	0	0	0	0	0	2										Decorative	X		X		X	X	X		X					*The Sims™ 2*
Antique Metal Sconce	§155	§23	§15	§62	0	0	0	0	0	1										Lighting			X		X	X	X		X			X		*The Sims™ 2*
Antonio's Prize-Winning Wedding Cake	§400	§60	§40	§160	0	0	0	0	0	0										Miscellaneous														*The Sims™ 2*
Anytime Candles	§100	§15	§10	§40	0	0	0	0	0	1										Decorative			X		X	X	X		X					*The Sims™ 2*
ADD Disco Dining Chair	§320	§48	§32	§128	0	4	0	0	0	0										Comfort			X		X			X				X	X	*University*
ADD Disco Dining Table	§755	§113	§75	§302	0	0	0	0	0	2										Surfaces				X				X				X		*University*
Apple of the Eye	§400	§60	§40	§160	0	0	0	0	0	3										Decorative		X							X					*The Sims™ 2*
AquaBox Five-Gallon Aquarium	§300	§45	§30	§120	0	0	0	0	0	10	0									Decorative			X		X									*The Sims™ 2*
AquaGreen Hydroponic Garden	§0	§0	§0	§0	0	0	0	0	0	4	0				X					Career														*The Sims™ 2*
AquaPlus Shower Stall	§1,100	§165	§110	§440	0	4	6	0	0	2										Plumbing					X									*The Sims™ 2*
Aqueduct of the Future!	§475	§71	§47	§190	0	0	0	0	0	4										Decorative				X					X			X		*Pets*
Arghist Soldier	§2,000	§0	§0	§0	0	0	0	0	0	10										Decorative		X	X		X		X		X					*The Sims™ 2*
Armchair by Club Design	§629	§94	§62	§251	0	7	0	0	0	0										Comfort				X	X				X			X		*The Sims™ 2*
Asayake MZ-3D: Soothing Sun Device	§195	§29	§19	§78	0	0	0	0	0	2										Lighting					X				X			X		*Pets*
Aspiring Spire by Architectural Elements	§1,100	§165	§110	§440	0	0	0	0	0	7										Decorative				X					X			X		*Bon Voyage*
Asteroid Bowl Lamp	§300	§45	§30	§120	0	0	0	0	0	3										Lighting			X		X	X	X		X			X	X	*Pets*
Asteroid Standing Lamp	§300	§45	§30	§120	0	0	0	0	0	3										Lighting		X	X		X		X		X			X	X	*Pets*
Astrowonder Telescope	§550	§82	§55	§220	0	0	0	0	4	0					X					Hobbies				X										*The Sims™ 2*
At Rest by Sims of the Sea	§125	§18	§12	§50	0	0	0	0	1											Decorative				X					X		X			*Bon Voyage*
Atom Bench by Nucular Novelties	§800	§90	§60	§240	0	8	0	0	2	0	10									Comfort				X					X	X				*Pets*

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Brand Name EconoCool Refrigerator	§600	§90	§60	§240	0	0	0	0	0	3	0									Appliances							X							*The Sims™ 2*
Brand Name MetalKettle	§299	§44	§29	§119	1	0	0	0	0	0	0									Appliances				X										*The Sims™ 2*
Brand Name Zip Zap Microwave	§250	§37	§25	§100	2	0	0	0	0	0	0									Appliances							X							*The Sims™ 2*
Bridesmaid No More Bouquet	§50	§7	§5	§20	0	0	0	0	0	0	1									Decorative			X	X	X		X	X			X	X		*Celebration Stuff*
Bubble-Up Soaking Zone Hot Tub	§6,500	§975	§650	§2,600	0	6	0	0	0	7	9									Plumbing				X						X				*The Sims™ 2*
Bullseye Throw Rug	§395	§59	§39	§158	0	0	0	0	0	0	0									Decorative	X	X		X		X		X			X			*Teen Style Stuff*
Bureaucratic Bureau by Well Bred and Co.	§1,300	§195	§130	§520	0	0	0	0	0	0	4									Surfaces	X							X						*Glamour Stuff*
Burled Wood Dartboard	§180	§27	§18	§72	0	0	0	0	0	4	0									Hobbies				X	X			X						*The Sims™ 2*
Burnished Blaze Torchiere	§199	§29	§19	§79	0	0	0	0	0	0	1									Lighting	X	X		X		X		X			X			*The Sims™ 2*
Bust of Tylopoda	§3,130	§0	§0	§0	0	0	0	0	0	0	10									Decorative	X		X					X		X				*Nightlife*
C Stroke by Alfred D'Simvo	§1,700	§0	§0	§0	0	0	0	0	0	0	10									Decorative	X	X		X		X		X			X			*Nightlife*
Cafeteria-Style Steelate Counter Island	§810	§121	§81	§324	0	0	0	0	0	0	2									Surfaces							X	X						*University*
Cameo Vase	§425	§63	§42	§170	0	0	0	0	0	0	3									Decorative	X	X		X		X		X			X			*Celebration Stuff*
Candy Coated Sofa	§1,570	§235	§157	§628	0	10	0	0	2	0	2									Comfort				X							X			*The Sims™ 2*
Cantankerous Splatters	§2,750	§0	§0	§0	0	0	0	0	0	0	10									Decorative	X	X		X		X		X			X			*Nightlife*
Caress of Teak Bed	§450	§67	§45	§180	0	3	0	0	3	0	0									Comfort						X								*The Sims™ 2*
Castanoga Counter by Wood You Believe Furnishings	§680	§102	§68	§272	0	0	0	0	0	0	0									Surfaces					X		X	X					X	*Nightlife*
Catamaran Kitchen Island	§210	§31	§21	§84	0	0	0	0	0	0	0									Surfaces							X	X						*The Sims™ 2*
Cat-A-Strophic Luminous Lawn Ornament	§99	§14	§10	§21	0	0	0	0	0	1	1									Decorative				X				X						*Holiday*
Cat-Crazy Pet Display	§222	§150	§100	§400	0	0	0	0	0	4	3									Miscellaneous								X			X			*Pets*
Centerpieces Coffee Table	§370	§55	§37	§148	0	0	0	0	0	0	0									Surfaces	X			X				X						*The Sims™ 2*
Chabadii Yet Another Coffee Table	§290	§43	§29	§116	0	0	0	0	0	0	0									Surfaces	X			X				X						*The Sims™ 2*
Chabadii Chabudinky	§265	§39	§26	§106	0	0	0	0	0	0	0									Surfaces	X			X				X						*The Sims™ 2*
Chair de la Mer	§170	§26	§17	§68	0	3	0	0	0	0	0									Comfort		X									X	X		*Family Fun Stuff*
Chanukah Menorah	§91	§13	§9	§36	0	0	0	0	0	0	1									Decorative		X		X		X		X						*Holiday*
Charming Reflections Mirror	§690	§104	§69	§276	0	0	0	0	0	0	3			X						Decorative				X	X	X					X			*Glamour Stuff*
Chazz Gassed Incandescent Floor Tile	§30	§5	§3	§12	0	0	0	0	0	0	0									Decorative								X						*Nightlife*
Cheap Eazzzzze Morrissey Double Bed	§450	§67	§45	§180	0	1	0	0	2	0	0									Comfort						X								*The Sims™ 2*
Cheap Eazzzzze Puffy Recliner	§515	§77	§51	§206	0	7	0	0	0	0	0									Comfort					X			X						*The Sims™ 2*
Chesterstick Cherry Dresser	§2,125	§318	§212	§850	0	0	0	0	0	0	6									Miscellaneous						X								*The Sims™ 2*
Chez Chaise	§900	§135	§90	§272	0	8	0	0	0	0	2									Comfort					X			X			X			*The Sims™ 2*
Chez Moi French Country Counters	§800	§120	§80	§320	0	0	0	0	0	0	2									Surfaces						X		X	X					*The Sims™ 2*
Chez Moi French Country Counters	§800	§120	§80	§320	0	0	0	0	0	0	2									Surfaces						X		X	X					*The Sims™ 2*
Chickenfeed Charlie Sculpture of Fun	§68	§10	§6	§27	0	0	0	0	0	4	1									Decorative			X							X				*Seasons*
Chiclettina Archipelago Kitchen Island	§500	§75	§50	§200	0	0	0	0	0	0	0									Surfaces							X	X						*The Sims™ 2*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort						Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Berge the Proliferating Reindeer	$300	$45	$30	$120	0	0	0	0	0	0	3									Decorative		X		X					X					*Holiday*
Beta Fomicron Dining Table	$260	$39	$26	$104	0	0	0	0	0	0	0									Surfaces			X					X	X				X	*Pets*
Beware of Pet Sign	$70	$10	$7	$28	0	0	0	0	0	1										Decorative				X					X	X			X	*Pets*
BiblioFile Bookcase	$400	$60	$40	$160	0	0	0	0	1	0	X									Hobbies		X			X		X							*The Sims™ 2*
Big Ol' Glory Tree Ring	$1,300	$195	$130	$520	0	0	0	0	1	6										Decorative			X						X	X				*Bon Voyage*
Big Pond Peddlers Driftwood	$20	$3	$2	$8	0	0	0	0	0	1										Decorative			X						X	X				*Bon Voyage*
Big Pond Peddlers Driftwood Deluxe	$30	$4	$3	$12	0	0	0	0	0	1										Decorative			X						X	X				*Bon Voyage*
Big Pond Peddlers Sea Pod	$10	$1	$1	$4	0	0	0	0	0	1										Decorative			X						X	X				*Bon Voyage*
Big Pond Peddlers Seaweed	$16	$2	$1	$6	0	0	0	0	0	1										Decorative			X						X	X				*Bon Voyage*
Big Pond Peddlers Seaweed Jumbo	$24	$3	$2	$9	0	0	0	0	0	1										Decorative			X						X	X				*Bon Voyage*
Big Pond Peddlers Seaweed Mini	$8	$1	$0	$3	0	0	0	0	0	1										Decorative			X						X	X				*Bon Voyage*
Bigger is Better Wall Mirror by ExPand	$450	$87	$58	$232	0	0	0	0	0	3				X						Decorative					X	X	X				X			*Nightlife*
Bit O'This and That	$150	$22	$15	$60	0	0	0	0	0	1										Decorative			X					X	X				X	*Nightlife*
Black Lacquer Bar Counter	$1,000	$150	$100	$400	0	0	0	0	3	0										Miscellaneous			X				X							*The Sims™ 2*
Blades of Masamune	$1,300	$195	$130	$520	0	0	0	0	0	9										Decorative		X	X		X		X				X	X		*Bon Voyage*
Blazin' Buckaroos Lantern	$50	$7	$5	$20	0	0	0	0	0	1										Lighting				X						X	X			*The Sims™ 2*
Blinding Soldier Wall Lamp	$230	$34	$23	$92	0	0	0	0	0	1										Lighting			X		X	X	X		X		X			*University*
Blooms & Boomers End Table	$120	$18	$12	$48	0	0	0	0	0	0										Surfaces					X		X				X			*University*
Blossoming Heart	$485	$0	$0	$0	0	0	0	0	0	4										Decorative		X		X					X	X				*University*
Blue Ribbon Countertop	$365	$54	$36	$146	0	0	0	0	0	0										Surfaces						X		X	X					*Seasons*
Blue Sky Bonsai Tree	$89	$14	$9	$39	0	0	0	0	0	1										Decorative			X	X	X			X	X				X	*The Sims™ 2*
Blue Suede Chair	$611	$91	$61	$244	0	7	0	0	0	0										Comfort					X			X	X					*The Sims™ 2*
Bodacious Bonsai Bonanza	$220	$33	$22	$88	0	0	0	0	0	2										Decorative			X	X	X			X	X				X	*Bon Voyage*
Bon Appetit Dining Chair	$1,100	$165	$110	$480	0	7	0	0	0	2										Comfort			X								X	X	X	*The Sims™ 2*
Bone Rug by Bonafide Luxury	$100	$15	$10	$40	0	0	0	0	0	0										Decorative				X	X	X	X		X		X			*Pets*
Boronica by d'Lange	$825	$93	$62	$250	0	0	0	0	0	5										Decorative			X	X	X		X		X		X			*Pets*
Bosenklavier Model B	$4,000	$600	$400	$1,600	0	0	0	0	10	6				X						Hobbies					X				X					*Bon Voyage*
Bottomless Pit Buffet by Horizon-al Events	$300	$45	$30	$120	8	0	0	0	0	0										Miscellaneous			X						X				X	*Celebration Stuff*
Bowdacious Dining Chair	$205	$30	$20	$82	0	3	0	0	0	0										Comfort			X		X								X	*Celebration Stuff*
Bowl of Plastic Fruit	$150	$22	$15	$60	0	0	0	0	0	0										Decorative		X						X	X					*The Sims™ 2*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort					Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Chicletting Fjord All Purpose Counter	$1,000	$150	$100	$400	0	0	0	0	0	0	2									Surfaces	X								X					The Sims™ 2
Chicletting Fjord Kitchen Counter	$490	$73	$49	$196	0	0	0	0	0	0	0									Surfaces						X			X					The Sims™ 2
Chicletting Fjord Kitchen Counter	$490	$73	$49	$196	0	0	0	0	0	0	0									Surfaces							X		X					The Sims™ 2
Chicletting Sardinia Kitchen Counter	$750	$113	$75	$300	0	0	0	0	0	0	2									Surfaces									X					Nightlife
Chicletting Sardinia Kitchen Island	$780	$117	$78	$312	0	0	0	0	0	0	2									Surfaces						X			X					The Sims™ 2
Chicletting Executrone Desk	$790	$118	$79	$316	0	0	0	0	0	0	2									Surfaces									X					The Sims™ 2
Children Safety Sign	$70	$0	$0	$0	0	0	0	0	0	1										Decorative						X			X		X			Nightlife
Chimeway & Daughters Saloon Piano	$3,500	$525	$350	$1,400	0	0	0	0	0	10	3				X					Hobbies						X								The Sims™ 2
Chinese Opera Mask by Old Face	$150	$0	$0	$0	0	0	0	0	0	1										Decorative			X	X		X			X					The Sims™ 2
Chinese Riddle Lantern	$175	$26	$17	$70	0	0	0	0	0	1										Lighting			X	X		X			X					The Sims™ 2
Christmas Tree	$295	$13	$9	$36	0	0	0	0	0	2										Decorative			X			X			X					Holiday
Ciao Time Mondo Fuego Gas Stove	$650	$97	$65	$260	4	0	0	0	0	0										Appliances									X					The Sims™ 2
Ciao Time Bovinia Refrigerator Model BRRR	$1,500	$225	$150	$600	0	0	0	0	0	3	2									Appliances									X					The Sims™ 2
Ciao Time Espresso Machine	$450	$67	$45	$180	0	0	0	-1	4	3	0									Appliances									X					The Sims™ 2
CinderBooks by Retratech	$200	$30	$20	$80	0	0	0	0	1	0	X							X	X	Hobbies		X			X		X							The Sims™ 2
Circle of Light Friendship Lamp	$215	$32	$21	$86	0	0	0	0	0	1										Lighting		X	X		X		X		X					University
City Dweller 'Dims'	$70	$10	$7	$28	0	0	0	0	0	1										Lighting				X					X	X				The Sims™ 2
Civic Idol by Adora Wall Arts	$50	$0	$0	$0	0	0	0	0	0	1										Decorative		X					X		X					The Sims™ 2
Classic Petalberry Cake	$400	$60	$40	$160	0	0	0	0	0	0										Miscellaneous													X	Celebration Stuff
Clean Water Shower System	$625	$93	$62	$250	0	0	8	0	0	0										Plumbing						X			X					The Sims™ 2
ClothesHorse Display Rack	$3,000	$450	$300	$1,200	0	0	0	0	4	8										Miscellaneous													X	The Sims™ 2
Club Distress Avignon Rectangular Coffee Table	$610	$91	$61	$244	0	0	0	0	0	0										Surfaces							X		X					The Sims™ 2
Club Distress Butcher's Block	$240	$36	$24	$96	0	0	0	0	0	0										Surfaces		X			X				X					The Sims™ 2
Club Distress Square Coffee Table	$155	$23	$15	$62	0	0	0	0	0	0										Surfaces		X			X				X					The Sims™ 2
Club Distress Wall Mirror	$580	$87	$58	$232	0	0	0	0	0	3				X						Decorative					X	X							X	The Sims™ 2
Club Room Countertop	$600	$90	$60	$240	0	0	0	0	0	0										Surfaces						X	X		X					The Sims™ 2
Club Room Countertop	$600	$90	$60	$240	0	0	0	0	0	0										Surfaces								X	X					The Sims™ 2
ClubCube by Luminescent Projections	$65	$10	$7	$26	0	0	0	0	0	5										Decorative									X					Nightlife
Coat Rack de Lovely	$335	$50	$33	$134	0	0	0	0	0	3										Miscellaneous	X								X					Seasons

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Deceptico Plano Glass	§580	§87	§58	§232	0	0	0	0	0	0	3			X						Decorative					X	X	X					X		*University*
Decorative House Armoire	§550	§82	§55	§220	0	0	0	0	0	0	2									Miscellaneous							X							*The Sims™ 2*
Decra-Chill Display by Refrigifreeze	§800	§149	§99	§399	0	0	0	0	0	0	5									Surfaces			X									X	X	*Open for Business*
Deep Blue Sleep System	§470	§71	§47	§188	0	3	0	0	3	0	0									Comfort							X		X					*Family Fun Stuff*
Deep Sleeper by Igor and Sons	§1,500	§225	§150	§600	0	1	0	0	7	0	0									Comfort							X							*Nightlife*
Deluxe Log Rolling Pit by Burly's Birling	§1,800	§270	§180	§720	0	0	0	0	0	10	0					X				Hobbies				X					X		X			*Bon Voyage*
Deluxe Magazine Rack	§2,500	§375	§250	§1,000	0	0	0	0	0	4	7									Miscellaneous												X		*The Sims™ 2*
Deluxe Small Rock	§80	§12	§8	§32	0	0	0	0	0	0	1									Decorative				X					X		X			*Seasons*
Deluxe Veil of Dreams	§150	§22	§15	§60	0	0	0	0	0	0	2									Decorative	X		X		X		X	X	X			X		*The Sims™ 2*
Dialectric ReadyPrep Range	§400	§60	§40	§160	1	0	0	0	0	0	0									Appliances								X						*The Sims™ 2*
Diamondback by Desert Designs	§900	§135	§90	§360	0	7	0	0	0	0	2									Comfort			X									X	X	*The Sims™ 2*
Diamonds Forever Wall Light	§500	§75	§50	§200	0	0	0	0	0	0	2									Lighting		X	X		X	X	X		X			X		*Nightlife*
DinCo Box A' Noise	§99	§15	§10	§40	0	0	0	0	0	1	0									Miscellaneous														*Holiday*
DinCo Box O' Blasts	§150	§23	§15	§60	0	0	0	0	0	2	0									Miscellaneous														*Holiday*
DinCo Sparks N' Stuff	§199	§30	§20	§80	0	0	0	0	0	3	0									Miscellaneous														*Holiday*
DinCo's Crackers	§50	§8	§5	§20	0	0	0	0	0	5	0									Miscellaneous				X										*Holiday*
DinCo's Fountain of Fiery Jubilations	§75	§11	§8	§0	0	0	0	0	0	5	0									Miscellaneous				X										*Holiday*
Dirty Clothes Pile	§5	§0	§0	§2	0	0	0	0	0	0	0									Decorative	X					X	X		X					*Teen Style Stuff*
Discombobulated Mirrortron from Galactico	§525	§75	§50	§200	0	0	0	0	0	0	3			X						Decorative		X			X		X		X			X		*Pets*
Discourse Dining Table	§1,200	§180	§120	§480	0	0	0	0	0	0	2									Surfaces			X										X	*The Sims™ 2*
Do A Little Turn Fashion Rug	§299	§44	§29	§119	0	0	0	0	0	0	0									Decorative		X	X		X	X	X		X			X		*H&M® Fashion Stuff*
Doggonit Pet Display	§222	§150	§100	§400	0	0	0	0	0	4	3									Miscellaneous									X			X		*Pets*
Don Meswitthis Bunny Pennant	§65	§0	§0	§0	0	0	0	0	0	0	1									Decorative		X					X					X		*University*
Double-Helix Designer Bookshelf	§650	§97	§65	§260	0	0	0	0	0	1	0	X						X	X	Hobbies		X			X		X							*The Sims™ 2*
Doublewide Tieback Curtains	§400	§60	§40	§160	0	0	0	0	0	0	4									Decorative	X		X		X		X	X	X			X		*The Sims™ 2*
Downbeat Kit	§3,100	§585	§390	§1,560	0	0	0	0	0	10	3				X					Hobbies					X				X					*University*
Downhill Snowmanning	§130	§19	§13	§52	0	0	0	0	0	0	1									Decorative			X		X		X	X	X				X	*Holiday*
Dr. Vu's Automated Cosmetic Surgeon	§0	§0	§0	§0	0	0	0	0	0	0	0									Career														*University*
Drag Strip Toy Bin	§55	§8	§5	§22	0	0	0	0	0	7	0									Miscellaneous	X								X			X		*Seasons*
Dragon on the Roof	§700	§105	§70	§280	0	0	0	0	0	0	6									Decorative				X					X		X			*Bon Voyage*
Dragon?	§430	§64	§43	§172	0	0	0	0	0	0	3									Decorative		X	X		X		X		X			X		*Bon Voyage*
Dramatically Rearing Horse	§220	§33	§22	§88	0	0	0	0	0	0	2									Decorative		X	X		X		X		X			X		*Bon Voyage*
Dreams Alight by Guildsmen Industries	§125	§19	§13	§50	0	0	0	0	0	0	1									Lighting	X	X	X		X		X		X					*Family Fun Stuff*

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New Directory

Object	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
Cornerstone Victoriana Velvet Drapes	$250	$37	$25	$100	0	0	0	0	0	0	2									Decorative					X		X	X	X				X	*The Sims™ 2*
Corporal Filbert	$450	$67	$45	$180	0	0	0	0	0	0	4									Decorative		X	X						X					*Holiday*
Counter Cooking Conundrum	$810	$121	$81	$324	0	0	0	0	0	0	2									Surfaces								X	X					*The Sims™ 2*
Counter Culture Surface	$200	$30	$20	$80	0	0	0	0	0	0	0									Surfaces						X		X	X					*The Sims™ 2*
Counter Productive Work Surface	$750	$112	$75	$300	0	0	0	0	0	0	2									Surfaces		X							X					*The Sims™ 2*
CounterRevolution Commercial Counter	$750	$112	$75	$300	0	0	0	0	0	0	2									Surfaces													X	*The Sims™ 2*
Countertop Game Display from Group Interaction LTD.	$3,500	$525	$350	$1,400	0	0	0	0	0	4	9									Miscellaneous													X	*The Sims™ 2*
Country Comfort Corner Table	$110	$16	$11	$44	0	0	0	0	0	0	0									Surfaces					X			X					X	*The Sims™ 2*
Country Fried Island Counter from McKraken Industries	$375	$56	$37	$150	0	0	0	0	0	0	0									Surfaces								X	X				X	*Seasons*
Courtly Sleeper Day Dreamer	$700	$105	$70	$280	0	3	0	0	3	0	2									Comfort								X						*The Sims™ 2*
Couture Clothing Chest by It Creations	$260	$39	$26	$104	0	0	0	0	0	0	0									Miscellaneous								X	X					*Teen Style Stuff*
Cowboy's Caboose Chair	$385	$57	$38	$154	0	5	0	0	0	0	0									Comfort				X					X					*The Sims™ 2*
Cowpoke Stove from Cowboy Cookin'	$750	$112	$75	$300	7	0	0	0	0	0	0									Appliances							X						X	*Seasons*
Cozmo MP3 Player	$195	$0	$0	$0	0	0	0	0	0	7	0									Personal														*University*
Cozy Colonial End Table	$400	$60	$40	$160	0	0	0	0	0	0	0									Surfaces		X							X					*The Sims™ 2*
Craftmeister Booknook	$250	$37	$25	$100	0	0	0	0	1	0	X							X	X	Hobbies		X			X			X						*The Sims™ 2*
Craftmeister's Pine Bed	$300	$45	$30	$120	0	1	0	0	2	0	0									Comfort								X						*The Sims™ 2*
Crazy 8 Table	$65	$9	$6	$26	0	0	0	0	0	0	0									Surfaces					X			X					X	*The Sims™ 2*
Create-a-Collage Poster Set	$133	$19	$13	$53	0	0	0	0	0	0	1									Decorative		X						X						*Teen Style Stuff*
Curvaceous Colonial End Table	$430	$64	$43	$136	0	0	0	0	0	0	0									Surfaces					X			X						*The Sims™ 2*
Curves and Swerves End Table by Fun in the Sun	$135	$20	$13	$54	0	0	0	0	0	0	0									Surfaces					X			X					X	*Teen Style Stuff*
Curves Music Manager	$345	$51	$34	$138	0	0	0	0	0	0	3									Decorative		X			X			X						*Teen Style Stuff*
Customer's First Dining Table	$340	$51	$34	$136	0	0	0	0	0	0	0									Surfaces		X	X					X						*Bon Voyage*
CyberChronometer Alarm Clock	$60	$9	$6	$24	0	0	0	0	0	0	0									Electronics								X						*The Sims™ 2*
Dahlen Library Bookcases	$700	$105	$70	$280	0	0	0	0	1	0	0									Hobbies		X			X			X						*University*
Dancing Friend Jukebox	$1,100	$165	$110	$440	0	0	0	0	3	2	0				X					Electronics		X			X				X					*Nightlife*
Dangling Daylight Ceiling Lamp	$145	$21	$14	$58	0	0	0	0	0	1	0									Lighting				X				X						*The Sims™ 2*
Decadent Diddlebop Cake	$400	$60	$40	$160	0	0	0	0	0	0	0									Miscellaneous									X				X	*Celebration Stuff*

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Epikouros Sleek Cuisine Island	§335	§50	§33	§134	0	0	0	0	0	0	0									Surfaces							X	X						*The Sims™ 2*
ErgoSupreme Dining Chair	§1,000	§150	§100	§472	0	7	0	0	0	0	2									Comfort			X										X	X	*The Sims™ 2*
Erratic Glass by Van Mel	§2,100	§315	§210	§840	0	0	0	0	0	0	10									Decorative		X	X		X		X						X	X	*Glamour Stuff*
E-to-the-Z Chair	§875	§131	§87	§350	0	8	0	0	0	0	2									Comfort					X				X				X		*Pets*
Euro-Torchiere Floor Lamp	§400	§60	§40	§160	0	0	0	0	0	0	2									Lighting		X	X		X		X		X				X		*Open for Business*
EverGlow Plutonium Rod	§175	§26	§18	§70	0	0	0	0	0	0	1									Lighting		X			X				X				X		*Nightlife*
EverGlow Uranium Rod	§170	§26	§17	§68	0	0	0	0	0	0	1									Lighting		X			X				X				X		*Nightlife*
Exceptionally Expensive Clothing Collator	§5,000	§750	§500	§2,000	0	0	0	0	0	4	10									Miscellaneous													X		*The Sims™ 2*
Exclaim! Sign	§71	§0	§0	§0	0	0	0	0	0	0	1									Decorative			X		X		X	X	X				X	X	*Nightlife*
Execuputter	§0	§0	§0	§0	0	0	0	0	0	4	0			X						Career															*The Sims™ 2*
Exerto 5000 Multipress Exercise Machine	§1,400	§210	§140	§560	0	0	0	0	0	3	2					X				Hobbies		X		X											*The Sims™ 2*
Exerto Butterfly Exercise Machine	§900	§135	§90	§360	0	0	0	0	0	1	2					X				Hobbies		X		X					X						*University*
Exerto Free Press Exercise Machine	§900	§135	§90	§360	0	0	0	0	0	1	2					X				Hobbies		X		X					X						*University*
Exerto Leg Extension Exercise Machine	§900	§135	§90	§360	0	0	0	0	0	1	2					X				Hobbies		X		X					X						*University*
Exerto Punching Bag	§0	§0	§0	§0	0	0	0	0	0	6	0					X				Career															*The Sims™ 2*
Exerto Selfflog Obstacle Course	§0	§0	§0	§0	0	0	0	0	0	0	0					X				Career															*The Sims™ 2*
Exotic (Non)Screen from Simports, Ltd.	§900	§135	§90	§360	0	0	0	0	0	0	6									Decorative					X		X		X						*The Sims™ 2*
Exotic Reflections Mirror	§340	§51	§34	§136	0	0	0	0	0	0	2			X						Decorative					X	X	X						X		*The Sims™ 2*
Exploding Dragon Dining Table	§755	§113	§75	§302	0	0	0	0	0	0	2									Surfaces			X										X		*The Sims™ 2*
Extra Pep Coffeemaker	§85	§12	§8	§34	0	0	0	-1	3	1	0									Appliances								X							*The Sims™ 2*
EZ120v Lightning Finial	§315	§47	§31	§126	0	0	0	0	0	0	2									Decorative				X					X		X				*Seasons*
Falling Fern	§111	§16	§11	§44	0	0	0	0	0	0	1									Decorative			X	X	X			X	X				X	X	*The Sims™ 2*
Fallorayne Fountain	§625	§0	§0	§0	0	0	0	0	0	0	10									Decorative				X					X		X				*University*
Fanciful Finicky Fronds	§179	§26	§17	§71	0	0	0	0	0	0	1									Decorative		X		X	X				X		X	X			*Bon Voyage*
Fancifully Fuzzy Fern	§170	§25	§17	§68	0	0	0	0	0	0	1									Decorative			X	X	X			X	X		X	X	X		*The Sims™ 2*
Fancy Fairy by OgreCorp	§190	§29	§19	§76	0	0	0	0	0	0	2									Decorative		X	X		X	X	X		X				X		*Family Fun Stuff*
Fancy Sycophancy Mirror	§1,400	§210	§140	§560	0	0	0	0	0	0	7			X						Decorative					X	X	X						X		*Glamour Stuff*
Farstar e3 Telescope	§2,100	§315	§210	§840	0	0	0	0	0	10	2						X			Hobbies				X											*The Sims™ 2*
Fat City Counters	§630	§95	§63	§252	0	0	0	0	0	0	0									Surfaces						X		X	X					X	*Nightlife*
Fearless Flyin' 4000 Treadmill	§2,250	§337	§225	§900	0	0	0	0	0	5	2					X				Hobbies		X		X					X						*University*
Feckless Accessories for the Kitchen	§70	§0	§0	§0	0	0	0	0	0	0	1									Decorative			X		X		X	X	X				X	X	*Nightlife*
Feel the Breeze Hammock	§1,100	§165	§110	§440	0	3	0	0	3	0	4									Comfort				X					X		X				*Bon Voyage*
Feline Birdie Stick	§60	§9	§6	§24	0	0	0	0	0	6	0									Miscellaneous									X				X		*Pets*
FestiValue HoliDine Table	§815	§122	§81	§326	0	0	0	0	0	0	2									Surfaces			X											X	*Holiday*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort								Community Sort						Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Dreams of a Gifted Mind	$35	$0	$0	$0	0	0	0	0	0	0	1									Decorative	X							X	X					*The Sims™ 2*
Dry Land Flotation Device	$250	$38	$25	$100	0	0	0	0	0	0	2									Decorative	X		X		X	X	X	X				X	X	*Family Fun Stuff*
Dude! Sweet! Poster	$56	$0	$0	$0	0	0	0	0	0	0	1									Decorative		X					X	X				X	X	*Teen Style Stuff*
Durable Value Sofa	$250	$37	$25	$100	0	6	0	0	2	0	0									Comfort					X									*The Sims™ 2*
Durably Plush Teddy Bear	$49	$7	$4	$19	0	3	0	0	0	10	0									Miscellaneous	X													*The Sims™ 2*
Dynasty Enlightenment Lamp	$95	$14	$9	$38	0	0	0	0	0	0	1									Lighting	X	X	X		X		X	X						*The Sims™ 2*
Dynasty Armoire	$560	$84	$56	$224	0	0	0	0	0	0	2									Miscellaneous							X							*The Sims™ 2*
Dynasty Dining Chair	$415	$62	$41	$166	0	5	0	0	0	0	0									Comfort			X								X	X		*The Sims™ 2*
Dynasty Dresser 2	$900	$135	$90	$360	0	0	0	0	0	0	3									Miscellaneous							X							*The Sims™ 2*
Earthenware Trio by Pastoral Poultry Designs	$200	$30	$20	$80	0	0	0	0	0	0	2									Decorative		X	X		X		X							*Seasons*
EcoPure Park Sign	$50	$7	$5	$20	0	0	0	0	0	0	1									Decorative				X					X	X				*Pets*
El Sol Sofa by Gunter	$1,390	$208	$139	$556	0	8	0	0	2	0	2									Comfort					X						X			*Open for Business*
Election Day Retro Space-Age Action Pinball	$1,750	$262	$175	$700	0	0	0	0	0	10	2									Electronics					X				X					*The Sims™ 2*
ElectroDance Sphere by ExtremeCD	$3,500	$525	$350	$1,400	0	0	0	0	0	10	0					X				Hobbies								X	X					*Nightlife*
Electrono-Ticket Machine	$499	$74	$49	$199	0	0	0	0	0	0	0									Electronics								X			X			*Open for Business*
Elegant Chef FlameBay Gas Range	$900	$135	$90	$360	10	0	0	0	0	0	0									Appliances							X							*The Sims™ 2*
Elegant Violepan Cake	$400	$60	$40	$160	0	0	0	0	0	0	0									Miscellaneous												X		*Celebration Stuff*
Elemental Balance	$375	$56	$37	$150	0	0	0	0	0	0	3									Decorative		X	X		X		X		X					*Pets*
Elixir of Life	$0	$0	$0	$0	0	0	0	0	0	0	10									Aspiration														*The Sims™ 2*
Empress's New Clothes Rack	$5,000	$750	$500	$2,000	0	0	0	0	0	4	10									Miscellaneous														*The Sims™ 2*
End Table by Splendid Scenes	$170	$25	$17	$68	0	0	0	0	0	0	0									Surfaces					X		X							*Bon Voyage*
End-to-End Table	$135	$20	$13	$54	0	0	0	0	0	0	0									Surfaces					X				X					*The Sims™ 2*
Engineered Angst Full-Color Poster	$40	$0	$0	$0	0	0	0	0	0	0	1									Decorative					X				X					*The Sims™ 2*
Engineered Angst Poster in Red	$40	$0	$0	$0	0	0	0	0	0	0	1									Decorative					X				X					*The Sims™ 2*
Entablature Brightener Wall Sconce	$265	$42	$28	$114	0	0	0	0	0	0	1									Lighting			X			X	X		X					*Open for Business*
Enterprise Office Concepts Bush-master Tele-Prompter	$0	$0	$0	$0	0	0	0	0	0	5	0			X						Career														*The Sims™ 2*
Enterprise Office Freestanding Game Rack	$4,000	$600	$400	$1,600	0	0	0	0	0	4	10									Miscellaneous											X			*The Sims™ 2*
Epikouros Sleek Cuisine Counter	$325	$48	$32	$130	0	0	0	0	0	0	0									Surfaces								X						*The Sims™ 2*

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New Directory

Object	Price and Depreciation				Needs						Skills								Room Sort							Community Sort					
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
FestiValue HoliDine Table Large	$855	$128	$85	$342	0	0	0	0	0	0	2									Surfaces			X										X	*Holiday*
FestiValue HoliDine Table Small	$405	$60	$40	$162	0	0	0	0	0	0	0									Surfaces			X										X	*Holiday*
Festive Foldy Chairs	$90	$13	$9	$36	0	2	0	0	0	0	0									Comfort			X	X							X		X	*Celebration Stuff*
Fierce Gargoyle—Home Edition	$4,500	$675	$450	$1,800	0	0	0	0	0	0	10									Decorative			X	X									X	*Pets*
Fighting Llamas Pennant	$65	$0	$0	$0	0	0	0	0	0	1	0									Decorative			X										X	*University*
Fighting Llamas Tri-Pennant Combo	$65	$0	$0	$0	0	0	0	0	0	1	0									Decorative			X										X	*University*
Fighting Piranhas Tri-Pennant Combo	$65	$0	$0	$0	0	0	0	0	0	1	0									Decorative			X										X	*University*
Filigree Facebowl by Imperial Plumbing Works	$610	$91	$61	$244	0	0	6	0	0	0	0									Plumbing						X							X	*The Sims™ 2*
Final Moments Lounge from Nothing Atoll	$280	$42	$28	$112	0	5	0	1	0	0	0									Comfort					X								X	*Seasons*
Fine Finish Desk by It Creations	$275	$41	$27	$110	0	0	0	0	0	0	0									Surfaces			X										X	*Teen Style Stuff*
First Class Shelves by Well Bred and Co.	$900	$135	$90	$360	0	0	0	0	1	2										Hobbies			X					X					X	*Glamour Stuff*
First Mate's Desk	$140	$21	$14	$56	0	0	0	0	0	0										Surfaces			X											*Family Fun Stuff*
Fists of Bunny Poster	$45	$0	$0	$0	0	0	0	0	0	1										Decorative			X										X	*University*
Fit for Royalty by It Creations	$650	$97	$65	$260	0	3	0	0	3	0	1									Comfort								X						*Teen Style Stuff*
Five Diamonds Wall Light	$130	$20	$13	$52	0	0	0	0	0	1										Lighting			X		X	X	X						X	*Nightlife*
Flags of Victory	$280	$42	$28	$112	0	0	0	0	0	2										Decorative			X		X		X						X	*Seasons*
FLATWOOD Dining Table by Iseeya	$450	$67	$45	$180	0	0	0	0	0	0										Surfaces			X					X					X	*The Sims™ 2*
Flickering Mercenary Table Lamp	$195	$29	$19	$78	0	0	0	0	0	1										Lighting	X	X	X		X		X		X					*University*
Flight-Away Model Plane	$250	$0	$0	$0	0	0	0	0	0	2										Decorative	X	X							X					*The Sims™ 2*
Flippin' Fred's Flapjack Shack	$4,500	$675	$450	$1,800	10	0	0	0	0	10										Appliances													X	*Bon Voyage*
Floor-Length Tieback Curtains	$335	$50	$33	$134	0	0	0	0	0	3										Decorative	X		X		X		X	X	X				X	*The Sims™ 2*
Floral Fancy Hanging Lamp	$445	$66	$44	$178	0	0	0	0	0	2										Lighting			X		X	X	X		X					*The Sims™ 2*
Floral Fantasy Sofa by OakTowne	$360	$54	$36	$160	0	6	0	0	2	0										Comfort				X									X	*The Sims™ 2*
Floral Foldy Chairs	$120	$18	$12	$48	0	3	0	0	0	0										Comfort			X	X							X			*Celebration Stuff*
Floral Sink	$330	$49	$33	$132	0	0	5	0	0	0										Plumbing					X			X					X	*The Sims™ 2*
Florid Font	$5,800	$0	$0	$0	0	0	0	0	0	10										Decorative				X					X					*Nightlife*
Flowin' Protozoan Double Bed	$520	$78	$52	$208	0	3	0	0	3	0										Comfort							X				X			*University*
Flowin' Protozoan Single Bed	$620	$93	$62	$248	0	3	0	0	3	0	1									Comfort							X				X			*University*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort					
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
GentleGlow Table Lamp	$120	$18	$12	$48	0	0	0	0	0	0	1									Lighting	X				X		X							*The Sims™ 2*
Genuine Buck's Famous Counterfeiting Machine	$0	$0	$0	$0	0	0	0	0	0	0	0									Aspiration		X												*University*
Geometry 101 by Mrs. Wieprecht	$2,200	$0	$0	$0	0	0	0	0	0	0	10									Decorative		X	X				X					X		*Open for Business*
Get Up! Alarm Clock	$30	$4	$3	$12	0	0	0	0	0	0	0									Electronics					X		X							*The Sims™ 2*
Gingerbread House	$60	$9	$6	$24	0	0	0	0	0	0	1									Decorative		X	X						X					*Holiday*
Gleeful Welcome Mat by GleeCo	$375	$56	$37	$150	0	0	0	0	0	0	0									Decorative		X		X	X				X					*Open for Business*
Gliteri & Co. Trieste End Table	$310	$46	$31	$124	0	0	0	0	0	0	0									Surfaces					X		X							*The Sims™ 2*
Globe L'Empereur	$350	$53	$35	$140	0	0	0	0	0	0	3									Decorative		X		X					X					*Family Fun Stuff*
Good Taste Dining Table	$400	$60	$40	$160	0	0	0	0	0	0	0									Surfaces			X						X					*Nightlife*
Good Value Pet Bowl	$45	$6	$4	$18	6	0	0	0	0	0	0									Miscellaneous							X		X					*Pets*
Good Witch Counters	$790	$118	$79	$316	0	0	0	0	0	0	2									Surfaces									X					*Open for Business*
Gram Gram's Needlework from McKraken Industries	$297	$44	$29	$118	0	0	0	0	0	0	2									Decorative		X	X						X					*Seasons*
Grand Parlour Chess Table	$500	$75	$50	$200	0	0	0	0	0	7	0					X				Hobbies		X							X					*The Sims™ 2*
GrassGo Folding Chair	$90	$13	$9	$36	0	4	0	0	0	0	0									Comfort				X					X					*Bon Voyage*
Great Taste Dining Table	$810	$122	$81	$324	0	0	0	0	0	0	2									Surfaces			X											*Nightlife*
GreetMe Mat by GleeCo	$425	$63	$42	$170	0	0	0	0	0	0	0									Decorative		X							X					*Open for Business*
Grilled Cheese by Renu Tumush	$850	$0	$0	$0	0	0	0	0	0	0	6									Decorative		X	X		X		X					X	X	*Nightlife*
Groovy Dresser by Keen Co.	$425	$63	$42	$170	0	0	0	0	0	0	4									Miscellaneous							X							*University*
Ha-hye-tal Mask	$3,000	$0	$0	$0	0	0	0	0	0	0	10									Decorative		X	X		X				X					*The Sims™ 2*
Handle and Spout	$2,500	$0	$0	$0	0	0	0	0	0	0	10									Decorative			X		X		X		X			X	X	*The Sims™ 2*
Hanging Flower by Gopur Ceramics	$100	$15	$10	$40	0	0	0	0	0	0	1									Decorative			X		X		X		X			X	X	*Nightlife*
Harmonious Center Piece	$59	$8	$5	$23	0	0	0	0	0	0	1									Decorative			X	X	X				X			X	X	*Celebration Stuff*
Head on Marble	$4,200	$630	$420	$1,680	0	0	0	0	0	0	10									Decorative			X	X					X		X			*Glamour Stuff*
Headhunter Battle Mask	$825	$123	$82	$330	0	0	0	0	0	0	6									Decorative			X		X				X					*Seasons*
Hellacious Headboard Double Bed by Sir Sleepalot Industries	$1,750	$262	$175	$700	0	4	0	0	4	0	3									Comfort							X		X					*Bon Voyage*
Here and There Thing	$280	$42	$28	$112	0	0	0	0	0	0	0									Surfaces					X		X							*The Sims™ 2*
High-Class Dresser by Well Bred and Co.	$520	$78	$52	$208	0	0	0	0	0	0	2									Miscellaneous									X			X		*Glamour Stuff*
Hipster Barstool by Big Daddy	$340	$51	$34	$136	0	5	0	0	0	0	0									Comfort					X				X				X	*Nightlife*

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Kozy Kitsch Gnome	§68	§10	§6	§27	0	0	0	0	0	4	1									Decorative				X						X				*The Sims™ 2*
Krampft Industries Hubba-Tubba Economy Bathtub	§700	§105	§70	§280	0	4	5	0	0	0	2									Plumbing						X			X					*The Sims™ 2*
Krampft Industries Value Counter	§140	§21	§14	§56	0	0	0	0	0	0	0									Surfaces						X		X	X					*The Sims™ 2*
Kwanzaa Kinara	§91	§13	§9	§36	0	0	0	0	0	0	1									Decorative			X		X		X		X					*Holiday*
La Cara del Sol	§185	§27	§18	§74	0	0	0	0	0	0	2									Decorative		X	X		X		X		X			X		*Seasons*
La Table Long Dining Table	§876	§131	§88	§350	0	0	0	0	0	0	2									Surfaces			X					X					X	*Nightlife*
La Table Square Dining Table	§710	§107	§71	§284	0	0	0	0	0	0	1									Surfaces			X					X	X				X	*Nightlife*
Labyrinth Rug	§900	§150	§100	§400	0	0	0	0	0	0	0									Decorative		X	X		X		X		X			X		*Glamour Stuff*
Laganaphyllis Simnovorii	§0	§0	§0	§0	0	0	0	0	0	0	0									Career														*University*
Lamp on the Half Shell	§90	§13	§9	§36	0	0	0	0	0	0	1									Lighting			X		X	X	X	X	X			X	X	*The Sims™ 2*
Lanai Privacy Screen	§700	§105	§70	§280	0	0	0	0	0	0	4									Decorative					X		X		X					*Seasons*
Lap of Luxury Sofa	§1,700	§255	§170	§680	0	10	0	0	2	0	2									Comfort					X							X		*The Sims™ 2*
Large Flower Arrangement	§155	§24	§16	§62	0	0	0	0	0	0	1									Decorative				X	X				X		X	X		*Nightlife*
Large Ice Cap Skating Rink	§28,100	§4,215	§2,810	§11,240	0	0	0	0	0	10	0					X				Hobbies				X					X		X			*Seasons*
Large Roll-O-Rama Rink	§25,000	§3,750	§2,500	§10,000	0	0	0	0	0	10	0					X				Hobbies				X					X		X			*Seasons*
Larger than Life Party Table	§390	§58	§39	§156	0	0	0	0	0	0	0									Surfaces			X	X							X		X	*Celebration Stuff*
Late Nite Garden Lite	§90	§13	§9	§36	0	0	0	0	0	0	1									Lighting				X					X		X			*Seasons*
Layers of Loveliness	§400	§60	§40	§160	0	0	0	0	0	0	2									Decorative			X	X	X			X	X		X	X	X	*Seasons*
Leash Racque by DeFarge	§145	§21	§14	§58	0	0	0	0	0	0	1									Decorative		X	X		X		X		X			X		*Pets*
Legno's Modern Chandelier	§190	§28	§19	§76	0	0	0	0	0	0	1									Lighting			X		X	X	X		X			X		*The Sims™ 2*
LeTournament Decahedron XS	§245	§0	§0	§0	0	0	0	0	0	0	0									Personal														*University*
Lie Like a Bear Rug from Grim's Mountain Outfitters	§550	§82	§55	§220	0	0	0	0	0	0	0									Decorative		X	X		X		X		X			X		*Bon Voyage*
Lifestyle of the Pharaoh Picture	§750	§113	§75	§300	0	0	0	0	0	0	6									Decorative		X	X		X		X					X	X	*Glamour Stuff*
Light Effects Ceiling Lamp	§65	§9	§6	§26	0	0	0	0	0	0	1									Lighting			X		X	X	X	X	X			X	X	*The Sims™ 2*
Light Orbiter Floor Lamp	§250	§37	§25	§100	0	0	0	0	0	0	1									Lighting		X	X		X		X		X			X		*The Sims™ 2*
Light Waves Ceiling Lamp by Fun in the Sun	§210	§31	§21	§84	0	0	0	0	0	0	1									Lighting			X		X	X	X		X			X	X	*Teen Style Stuff*
Li'l Chimera's Plush Bunny-Bear	§49	§7	§4	§19	0	3	0	0	0	10	0									Miscellaneous	X													*Holiday*
Lily Pads by Myo Pia	§625	§0	§0	§0	0	0	0	0	0	0	5									Decorative		X	X		X		X		X			X		*Nightlife*
Little House Lantern	§90	§13	§9	§36	0	0	0	0	0	0	1									Lighting				X						X	X			*The Sims™ 2*
Little Sister, WD15	§2,800	§420	§280	§1,120	0	0	0	0	0	7	3				X					Electronics		X												*The Sims™ 2*
Little Space Rangers Chair	§175	§26	§17	§70	0	3	0	0	0	0	0									Comfort	X		X									X	X	*Pets*
Little Tiki Idol	§200	§30	§20	§80	0	0	0	0	0	0	2									Decorative		X	X		X		X		X			X		*Seasons*
Llama Xing Sign	§70	§0	§0	§0	0	0	0	0	0	0	1									Decorative			X		X		X	X	X			X	X	*Nightlife*
Llamark Electronic Cash Register	§205	§30	§20	§82	0	0	0	0	0	0	0									Electronics									X			X		*The Sims™ 2*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort								Community Sort					Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Infinite Repetition Infinite Repetition Mirror	$750	$112	$75	$300	0	0	0	0	0	0	3			X						Decorative					X	X	X					X	*Open for Business*
Inner Atmos End Table	$260	$39	$26	$104	0	0	0	0	0	0	0									Surfaces					X		X						*Pets*
Inverted Vertigo, Cover Art	$60	$0	$0	$0	0	0	0	0	0	0	1									Decorative		X					X					X	*The Sims™ 2*
It's Reggae, Man Poster	$870	$130	$87	$348	0	0	0	0	10	0	0									Hobbies		X			X				X				*The Sims™ 2*
It's MYSHUNI! (The Fabulously Zany Party Game)	$45	$0	$0	$0	0	0	0	0	0	0	1									Decorative		X											*University*
Itty Bitty Clay Vases	$175	$26	$18	$70	0	0	0	0	0	0	1									Decorative		X			X				X				*Family Fun Stuff*
Jack-O-Hattern Luminous Lawn Ornament	$99	$14	$10	$21	0	0	0	0	0	1	1									Decorative				X					X				*Holiday*
Jacuster's Last Stand Sectional Booth	$300	$45	$30	$120	0	8	0	0	2	0	0									Comfort		X							X		X	X	*Nightlife*
Johnny the Pump	$225	$48	$32	$130	0	0	0	0	0	0	3									Decorative		X		X					X		X		*Pets*
Juice On The Wall Sculpture	$240	$0	$0	$0	0	0	0	0	0	0	2									Decorative					X		X		X			X	*Nightlife*
Junior Cosmonauts Bedside Table	$115	$17	$11	$46	0	0	0	0	0	0	0									Surfaces					X		X						*Pets*
Juniper Bonsai Tree	$120	$18	$12	$48	0	0	0	0	0	1										Decorative			X	X	X			X	X		X		*The Sims™ 2*
Jupiter over Miami Party Orbs	$80	$12	$8	$32	0	0	0	0	0	1										Lighting			X		X			X	X		X		*Celebration Stuff*
Just Corner Shelves	$200	$30	$20	$80	0	0	0	0	0	3										Surfaces					X				X				*Open for Business*
Just in Case Oars	$450	$68	$45	$180	0	0	0	0	0	4										Decorative			X	X				X	X		X		*Family Fun Stuff*
Just More Corner Shelves	$200	$30	$20	$80	0	0	0	0	0	3										Surfaces					X				X				*Open for Business*
Just Shelves	$400	$60	$40	$160	0	0	0	0	0	4										Surfaces					X				X				*Open for Business*
Keister Kompanion Barstool	$185	$27	$18	$74	0	3	0	0	0	0										Comfort					X			X	X				*The Sims™ 2*
Kepler's Celestial Wall Mirror	$475	$72	$48	$190	0	0	0	0	0	3				X						Decorative					X	X			X				*Family Fun Stuff*
Kepler's Planetary Floor Mirror	$550	$83	$55	$220	0	0	0	0	0	3				X						Decorative						X			X				*Family Fun Stuff*
Kick BackYard Loungechair by Survivall	$130	$19	$13	$52	0	4	0	0	0	0										Comfort					X								*The Sims™ 2*
King for a Day Outdoor Chess Table	$399	$59	$39	$159	0	0	0	0	7	0						X				Hobbies					X				X		X		*The Sims™ 2*
King Kricket Klobberin' Klub	$75	$11	$7	$30	0	0	0	0	0	1										Decorative			X		X				X				*Pets*
King Rainier's Sign	$60	$9	$6	$24	0	0	0	0	0	1										Decorative				X					X	X	X		*Seasons*
Kitten vs. Yarn: Season I Print	$130	$19	$13	$52	0	0	0	0	0	1										Decorative			X		X				X		X		*Pets*
Kitty Kraze Katnip	$35	$5	$3	$14	0	0	0	0	6	0										Miscellaneous									X		X		*Pets*
Korean Keumungo	$80	$0	$0	$0	0	0	0	0	0	0	1									Decorative	X	X			X				X				*The Sims™ 2*

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FreeTime

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort					Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Locker Room CounterFeet	$90	$13	$9	$336	0	0	0	0	0	0	0									Surfaces								X						University
Lodging Lamp by Economical Effects	$180	$27	$18	$72	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					Bon Voyage
Loft Curtains by Sparse and Fine	$195	$29	$19	$78	0	0	0	0	0	0	2									Decorative	X		X		X		X	X	X					The Sims™ 2
LogoLight by Zecutine	$360	$54	$36	$144	0	0	0	0	0	0	3									Decorative		X						X	X					HGM® Fashion Stuff
Logs of Burning	$245	$36	$24	$98	0	2	0	0	0	2	4									Miscellaneous				X					X					Bon Voyage
London's Famous Birthday Cake	$30	$4	$3	$12	0	0	0	0	0	0	0									Miscellaneous										X				The Sims™ 2
Look This Way Fashion Curtain	$499	$74	$49	$199	0	0	0	0	0	0	3									Decorative									X					HGM® Fashion Stuff
Look Upon the Orient Mirror	$370	$55	$37	$148	0	0	0	0	0	0	2			X						Decorative					X	X	X						X	The Sims™ 2
Los Gatos Condominiums	$450	$67	$45	$180	0	5	0	7	4	0										Miscellaneous					X				X					Pets
Los Pescados of the Wall	$78	$12	$8	$31	0	0	0	0	0	1										Decorative		X	X		X				X					Family Fun Stuff
Los Pescados of the Wall Two	$78	$12	$8	$31	0	0	0	0	0	1										Decorative		X	X		X				X					Family Fun Stuff
Lost by Sims of the Sea	$55	$8	$5	$22	0	0	0	0	0	1										Decorative				X					X	X				Bon Voyage
Lounge-O-Rama by Nuculer Novelties	$850	$127	$85	$340	0	8	0	0	2	0	2									Comfort					X				X					Pets
Love Tub	$0	$0	$0	$0	0	6	0	0	0	7	10									Aspiration				X						X				The Sims™ 2
Loveseat by Club Distress	$750	$112	$75	$300	0	8	0	0	2	0	0									Comfort					X				X					The Sims™ 2
Lucitious Hanging Pendant	$400	$60	$40	$160	0	0	0	0	0	0	2									Lighting					X	X	X		X					Open for Business
Luminous Pro Antique Camera	$0	$0	$0	$0	0	0	0	0	0	0	0									Career														University
Lumosity Candle Holder by Darkness	$60	$9	$6	$24	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					Teen Style Stuff
Lunatech Gaulle Vanizer Wall Sconce	$85	$12	$8	$34	0	0	0	0	0	0	1									Lighting			X		X	X	X		X					The Sims™ 2
Lunatech Lighten Up Lighting Fixture	$75	$11	$7	$30	0	0	0	0	0	0	1									Lighting			X		X	X	X	X	X					The Sims™ 2
Lunatech Amber Ceiling Lamp	$220	$33	$22	$88	0	0	0	0	0	0	1									Lighting			X		X		X		X					The Sims™ 2
Lunatech BOT/6	$135	$20	$13	$54	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					The Sims™ 2
Lunatech Light Disc	$95	$14	$10	$38	0	0	0	0	0	0	1									Lighting		X	X					X	X					Nightlife
Lunatech Spare Fixture in Crimson Light	$45	$6	$4	$18	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					The Sims™ 2
Lunatech Spare Fixture in Grass	$45	$6	$4	$18	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					The Sims™ 2
Lunatech Spare Fixture in Ocean	$45	$6	$4	$18	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					The Sims™ 2
Lushcroft Antique Loveseat	$1,140	$171	$114	$456	0	8	0	0	2	0	0									Comfort								X						Open for Business
Luxiary Ample King Dining Table	$850	$127	$85	$340	0	0	0	0	0	0	2									Surfaces		X							X					The Sims™ 2

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New Directory

Object	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
Modernisto Dining Chair	$720	$108	$72	$400	0	6	0	0	0	0	2									Comfort			X										X	X	The Sims™ 2
Modest Medieval End Table	$355	$53	$35	$142	0	0	0	0	0	0	0									Surfaces					X		X								University
Modular Image Full-length Mirror	$150	$22	$15	$60	0	0	0	0	0	0	1				X					Decorative								X							The Sims™ 2
Molded Sectional by WorldMold	$150	$23	$15	$60	0	6	0	0	1	0	0									Comfort					X										Nightlife
Money Tree	$0	$0	$0	$0	0	0	0	0	0	0	0									Aspiration															The Sims™ 2
Moneywell Computer	$1,000	$150	$100	$400	0	0	0	0	0	7	0				X					Electronics		X													The Sims™ 2
Moon Hopper Sink by Atmos Furnishings	$340	$51	$34	$136	0	0	5	0	0	0	0									Plumbing						X							X	X	Pets
Moonshot Thruster Clock	$230	$34	$23	$92	0	0	0	0	0	0	0									Electronics		X	X				X						X		Pets
Moor is More Coffee Table	$225	$33	$22	$84	0	0	0	0	0	0	0									Surfaces		X			X										The Sims™ 2
More O'This and That	$80	$12	$8	$32	0	0	0	0	0	1										Decorative	X	X													Seasons
More Sleeka Dining Chair by Simplonics	$650	$98	$65	$260	0	6	0	0	0	1										Comfort			X					X					X		Nightlife
Morphic to the Maxx	$3,000	$450	$300	$1,200	0	0	0	0	0	10										Decorative		X													Glamour Stuff
Mountain Man's Mountain Lighter	$99	$14	$9	$39	0	0	0	0	0	1										Lighting		X	X		X		X								Bon Voyage
Mr. Bearlybutts	$365	$54	$36	$146	0	5	0	0	0	0										Comfort	X														The Sims™ 2
Mr. Generic's Sign—The Ceiling Model	$150	$0	$0	$0	0	0	0	0	0	1										Decorative			X								X	X	X		Open for Business
Mr. Generic's Sign—The Floor Model	$175	$0	$0	$0	0	0	0	0	0	1										Decorative				X							X	X	X		Open for Business
Mr. Lampy McFourlegs	$150	$23	$15	$60	0	0	0	0	0	1										Lighting		X	X		X						X				Nightlife
Mr. Maritime	$3,000	$450	$300	$1,200	0	0	0	0	0	8	6									Decorative		X			X								X		Pets
Mr. Sanblowian	$50	$7	$5	$20	0	0	0	0	0	2										Decorative		X	X								X				Holiday
Mr. Section by Comfortitude	$255	$38	$26	$102	0	8	0	0	2	0	0									Comfort					X						X		X		Nightlife
Mr. Section with Arms by Comfortitude	$260	$39	$26	$104	0	8	0	0	2	0	0									Comfort					X						X		X		Nightlife
Mr. Shuffles	$95	$14	$10	$38	0	0	0	0	0	1										Decorative				X							X	X			Family Fun Stuff
Musée Public Collection Sculpture	$200	$0	$0	$0	0	0	0	0	0	2										Decorative		X			X						X				The Sims™ 2
My Impregnable Fortress Bed by Mystical Furnishings	$570	$86	$57	$228	0	3	0	0	3	0	0									Comfort							X				X				Family Fun Stuff
My Valiant Steed Dining Chair by Mystical Furnishings	$240	$36	$14	$96	0	3	0	0	0	0	0									Comfort		X						X					X	X	Family Fun Stuff
My Very First Castle Desk by Mystical Furnishings	$180	$27	$18	$72	0	0	0	0	0	0	0									Surfaces		X									X				Family Fun Stuff
Myne Cafeteria Table	$380	$57	$38	$152	0	0	0	0	0	0	0									Surfaces													X		University
Mysteriously Medieval Dining Chair	$950	$142	$95	$380	0	7	0	0	0	0	2									Comfort	X	X						X					X	X	University

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Organic Material's Barstool	$700	$105	$70	$280	0	7	0	0	0	2								Comfort							X	The Sims™ 2
Organically Atomic Rug	$950	$142	$95	$380	0	0	0	0	0	0								Decorative	X	X		X				Pets
Outdoor Ergo Ergonomic Chair by Godfrier-Ebadi Furnishings	$320	$48	$32	$128	0	5	0	0	0	0								Comfort			X				X	The Sims™ 2
Outdoor Protector	$245	$36	$24	$98	0	0	0	0	0	1								Lighting		X		X	X	X		Open for Business
Over the Range Hotel Sign	$99	$14	$9	$39	0	0	0	0	0	1								Decorative			X			X	X	Bon Voyage
Over the Range Sign	$550	$82	$55	$220	0	0	0	0	0	3								Decorative			X			X		Bon Voyage
Pampered Sounds Stereo	$3,000	$382	$255	$1,020	0	0	0	0	0	4							X	Electronics	X				X			Glamour Stuff
Paper Moon Ceiling Light	$300	$45	$30	$120	0	0	0	0	0	2								Lighting		X		X	X	X		The Sims™ 2
Paradise Lost (and Found)	$375	$56	$37	$150	0	0	0	0	0	3								Decorative	X	X		X		X		Bon Voyage
Park Parthenon	$750	$112	$75	$300	0	7	0	0	2	0								Comfort			X					Seasons
Park Plates Mini Outdoor Dining Table	$115	$17	$11	$46	0	0	0	0	0	0								Surfaces		X				X	X	The Sims™ 2
Party Banner	$99	$14	$9	$39	0	0	0	0	0	1								Decorative	X	X		X			X	Celebration Stuff
Party Hardy Open Bar	$1,400	$210	$140	$560	0	0	0	0	0	0								Miscellaneous		X		X			X	Celebration Stuff
Party Juice Barrel	$145	$21	$14	$58	1	0	0	0	6	0								Miscellaneous	X		X			X		University
Passable Mission Chair	$790	$118	$79	$316	0	8	0	0	0	2								Comfort				X			X	Open for Business
Pasteur's HomoGenius Smart Milk	$0	$0	$0	$0	0	0	0	0	0	0								Aspiration								The Sims™ 2
Patchwork Desk by Darkness	$375	$56	$37	$150	0	0	0	0	0	0								Surfaces	X						X	Teen Style Stuff
Patchwork End Table by Darkness	$195	$29	$19	$78	0	0	0	0	0	0								Surfaces			X				X	Teen Style Stuff
PatioPlastics Dining Chair	$80	$12	$8	$32	0	2	0	0	0	0								Comfort		X					X	The Sims™ 2
Paws-A-Plenty Rug by Bonafide Luxury	$360	$54	$36	$144	0	0	0	0	0	0								Decorative	X	X		X			X	Pets
Peace of Garbage Can	$30	$4	$3	$12	0	0	0	0	0	0								Miscellaneous					X			The Sims™ 2
Perfect Packets Hot Chocolate Maker	$85	$12	$8	$34	0	0	-1	3	1	0								Appliances						X	X	Seasons
Pet Pillow Fantastic	$625	$93	$62	$250	0	7	0	9	0	1								Miscellaneous				X				Pets
Pet Sculpture Solution	$100	$15	$10	$40	0	0	0	0	0	1								Decorative		X				X	X	Pets
Pet Store Sign by Super SignGuys	$99	$14	$9	$39	0	0	0	0	0	1								Decorative		X				X	X	Pets
Pete's Postlight from Nothing Atoll	$120	$18	$12	$48	0	0	0	0	0	1								Lighting	X	X		X		X	X	Seasons
Pets' Desires House	$300	$45	$30	$120	0	4	0	6	0	0								Miscellaneous		X				X	X	Pets
Piece of Quiet Park Bench	$500	$75	$50	$200	0	8	0	2	0	0								Comfort		X				X	X	The Sims™ 2
Pimp Viking 3D Arcade Game	$1,050	$157	$105	$420	0	0	0	6	0	0								Electronics			X			X		University
Pineapple by Lynn D'Saye	$850	$0	$0	$0	0	0	0	0	0	6								Decorative	X	X		X			X	Nightlife
PINEGLITCHER Outdoor Mintable	$220	$33	$22	$88	0	0	0	0	0	0								Surfaces			X				X	The Sims™ 2
Pinmaster 300 Bowling Alley by Hurling Fun Products, Inc.	$5,500	$825	$550	$2,200	0	0	0	0	10	0							X	Hobbies								Nightlife
Pirate Herald's Tropical Umbrella	$360	$54	$36	$144	0	0	0	0	0	3								Decorative			X					Seasons

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New Directory

Object	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
Nu-Fuss Ficus	$300	$45	$30	$120	0	0	0	0	0	0	2									Decorative			X	X	X			X	X			X	X	*The Sims™ 2*
Noodlesoother	$0	$0	$0	$0	0	0	0	0	0	0	7									Aspiration														*The Sims™ 2*
Not Really Antlers Display	$575	$86	$57	$230	0	0	0	0	0	0	4									Decorative		X	X		X		X				X	X	X	*Bon Voyage*
Nova Jazz by Saturn McGee	$2,750	$412	$275	$1,100	0	0	0	0	0	0	10									Decorative		X	X		X	X	X	X						*Pets*
Nova Table Lamp by Vintage Victorian	$160	$24	$16	$64	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					*Teen Style Stuff*
Novellas Nouveau Bookcase	$800	$120	$80	$320	0	0	0	0	0	1	2	X								Hobbies		X			X		X							*The Sims™ 2*
NOVIN 2680 Cellular Phone	$149	$0	$0	$0	0	0	0	0	0	0	0									Personal														*University*
Nuclear Family Dining Chair by Nuclear Novelties	$450	$67	$45	$180	0	6	0	0	0	0	0									Comfort				X										*Pets*
Nuh-Uh Nutcracker	$650	$0	$0	$0	0	0	0	0	0	0	6									Decorative		X						X	X					*Open for Business*
NuMica Allinall Card Table	$95	$14	$9	$38	0	0	0	0	0	0	0									Surfaces			X					X						*The Sims™ 2*
Nutritious Noodles Food Stand	$4,500	$675	$450	$1,800	10	0	0	0	0	0	10									Appliances														*Bon Voyage*
Oaktowne Dining Chair	$615	$92	$61	$246	0	6	0	0	0	0	0									Comfort			X											*The Sims™ 2*
Oaktowne East Side Dining Chair	$250	$37	$25	$100	0	3	0	0	0	0	0									Comfort			X					X						*The Sims™ 2*
Obviously Modern Wall Mirror	$399	$59	$39	$159	0	0	0	0	0	0	2				X					Decorative					X	X	X							*The Sims™ 2*
Odd Reflection of Grace	$525	$79	$53	$210	0	0	0	0	0	0	4									Decorative			X						X					*Glamour Stuff*
Oil Fantasy Scape	$500	$0	$0	$0	0	0	0	0	0	0	4									Decorative		X	X		X		X				X	X	X	*The Sims™ 2*
Ol' Grandfather Clock	$3,500	$525	$350	$1,400	0	0	0	0	0	0	3									Decorative		X	X		X				X					*The Sims™ 2*
Old Boys Club Commercial Counter	$710	$106	$71	$284	0	0	0	0	0	0	2									Surfaces														*The Sims™ 2*
Old Fashioned Change Room	$690	$103	$69	$276	0	0	0	0	0	4	0									Miscellaneous														*The Sims™ 2*
Olde Tyme Skillets	$85	$12	$8	$34	0	0	0	0	0	0	1									Decorative			X		X		X	X	X					*Seasons*
Olive Peynter's City SkyScape	$4,000	$0	$0	$0	0	0	0	0	0	0	10									Decorative		X	X		X		X	X	X					*The Sims™ 2*
On A Pedestal by Yucan Byall	$5,000	$0	$0	$0	0	0	0	0	0	0	10									Decorative		X		X				X	X					*The Sims™ 2*
Once Upon a Glowy Glow Glowlamp	$350	$52	$35	$140	0	0	0	0	0	0	2									Lighting			X		X	X	X	X	X					*Open for Business*
One Pin, Two Pin	$125	$19	$13	$50	0	0	0	0	0	1	0									Lighting		X			X				X					*Nightlife*
Open/Closed Sign of War and Commerce	$20	$0	$0	$0	0	0	0	0	0	0	0									Decorative		X	X		X			X	X					*Open for Business*
Open-Wall Wall Fan	$3,500	$0	$0	$0	0	0	0	0	0	0	10									Decorative		X	X		X			X	X					*The Sims™ 2*
Opus by Rose Grace Wise	$3,500	$0	$0	$0	0	0	0	0	0	0	10									Decorative		X	X		X		X		X		X			*Open for Business*
Orbs of Connectedness Ceiling Lamp	$180	$27	$18	$72	0	0	0	0	0	0	1									Lighting			X		X	X	X	X	X		X	X		*University*

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Prosperous Perch Sofa by Well Bred and Co.	§490	§74	§50	§198	0	9	0	0	2	0	2										Comfort					X				X			X		*Glamour Stuff*
Psst Over Here Mannequin by Zecutine	§299	§44	§29	§119	0	0	0	0	0	0	2										Decorative									X			X		*H&M® Fashion Stuff*
Psychedelic SimAtri Coffee Table	§145	§0	§0	§0	0	0	0	0	0	0	0										Surfaces					X		X					X		*University*
Qadim Bauble Lamp	§150	§22	§15	§60	0	0	0	0	0	0	1										Lighting	X				X		X		X			X		*The Sims™ 2*
Queen Anne Coffee Table	§470	§70	§47	§180	0	0	0	0	0	0	0										Surfaces		X			X				X					*The Sims™ 2*
Quick Display by Sims Club Merchandise	§200	§30	§20	§80	0	0	0	0	0	0	2										Surfaces					X							X		*Open for Business*
Qylaron Phase-Array Atmospheric Forecaster	§900	§135	§90	§360	0	0	0	0	0	0	6										Decorative		X		X	X		X		X		X			*Seasons*
R.O.I. Lighting	§500	§75	§50	§200	0	0	0	0	0	0	3										Lighting			X		X	X	X		X			X	X	*Glamour Stuff*
Rackmaster 850 Bowling Ball Rack by Hurling Matters	§2,000	§0	§0	§0	0	0	0	0	0	0	10										Decorative									X					*Nightlife*
Rack-O-Plates	§135	§20	§13	§54	0	0	0	0	0	0	1										Decorative		X	X		X		X		X			X		*Seasons*
Rainy Day Main Street	§350	§0	§0	§0	0	0	0	0	0	0	3										Decorative		X	X		X		X					X	X	*The Sims™ 2*
Rancher's Round Table	§240	§36	§24	§96	0	0	0	0	0	0	0										Surfaces			X					X					X	*Seasons*
Rave Against the Machine Nightclub Lamp	§350	§52	§35	§140	0	0	0	0	0	0	2										Lighting		X	X		X		X		X			X		*The Sims™ 2*
Really Distressed Loveseat by Club Distress	§165	§24	§16	§66	0	5	0	0	2	0	0										Comfort					X							X		*University*
Recalling Rug	§500	§75	§50	§200	0	0	0	0	0	0	0										Decorative		X	X		X		X		X			X		*Nightlife*
Recalling Rug 3x3	§1,000	§150	§100	§400	0	0	0	0	0	0	0										Decorative		X	X		X		X		X			X	P	*Nightlife*
Recherché Counter Island	§680	§102	§68	§272	0	0	0	0	0	0	0										Surfaces								X	X				X	*Nightlife*
Recherché Floor Runner	§325	§49	§33	§130	0	0	0	0	0	0	0										Decorative		X	X		X		X		X			X		*Nightlife*
Recycled Relaxer	§250	§37	§25	§100	0	5	0	0	0	0	0										Comfort					X				X			X		*The Sims™ 2*
Red vs. Blue Oil Portrait	§120	§0	§0	§0	0	0	0	0	0	0	1										Decorative		X	X		X		X					X		*The Sims™ 2*
Reflection V	§500	§75	§50	§200	0	0	0	0	0	0	4			X							Decorative					X	X	X		X			X		*Open for Business*
Reflective Glass Mirror	§100	§15	§10	§40	0	0	0	0	0	0	1			X							Decorative					X	X	X		X			X		*The Sims™ 2*
Refreshing Commode from McKraken Industries	§450	§67	§45	§180	0	3	0	10	0	0	0										Plumbing						X						X	X	*Seasons*
Register Bisquit Number Cruncher by Typax Co.	§249	§37	§24	§99	0	0	0	0	0	0	0										Electronics									X			X		*H&M® Fashion Stuff*
Regulars Only Barstool	§650	§97	§65	§260	0	6	0	0	0	0	0										Comfort					X			X	X			X		*The Sims™ 2*
Renaissance Bookcase by Literary Designs	§950	§142	§95	§380	0	0	0	0	0	1	2	X						X	X		Hobbies		X			X		X							*The Sims™ 2*
ReNuYuSenso Orb	§6,250	§0	§0	§0	0	0	0	0	0	0	0										Aspiration														*Nightlife*
Reprint Serial #S-COPU4	§130	§0	§0	§0	0	0	0	0	0	0	1										Decorative		X	X		X		X		X			X		*Nightlife*
ResiStall Astro Divider 7	§700	§105	§70	§280	0	10	0	10	0	0	0										Plumbing						X						X	X	*The Sims™ 2*
Restaruant Sign by Upturned Nose	§100	§0	§0	§0	0	0	0	0	0	0	10										Decorative									X	X			X	*Nightlife*
Resurrect-O-Nomitron	§0	§0	§0	§0	0	0	0	0	0	0	0										Career														*University*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort								Community Sort				
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
Pit Stop Dresser by Zoom Arts	$175	$26	$17	$70	0	0	0	0	0	0	0									Miscellaneous							X		X					*Seasons*
Pit Stop Rug	$345	$51	$34	$138	0	0	0	0	0	0	0									Decorative	X	X	X		X		X		X					*Seasons*
Pix-Arm Drafting Lamp	$30	$4	$3	$12	0	0	0	0	0	0	1									Lighting		X							X					*The Sims™ 2*
Planetoid Explorer Rug	$200	$30	$20	$80	0	0	0	0	0	0	0									Decorative	X	X	X		X		X		X					*Pets*
Plasticity NodePod by Yoko Onasis	$500	$75	$50	$200	0	6	0	0	0	0	0									Comfort			X						X					*The Sims™ 2*
Podium of Bonnappitizon	$200	$30	$20	$80	0	0	0	0	0	0	10									Miscellaneous									X					*Open for Business*
Poetic Justice Wall Sconce	$270	$40	$27	$108	0	0	0	0	0	0	1									Lighting			X		X	X			X					*Open for Business*
Poinsettia Gift Pack from the All Seasons Nursery and Logging Camp	$95	$14	$9	$38	0	0	0	0	0	0	1									Decorative			X		X			X	X					*Holiday*
Poisonous Forest (In Love with a Curse)	$5,500	$0	$0	$0	0	0	0	0	0	0	10									Decorative		X	X		X			X	X					*The Sims™ 2*
Polychromed Seating Surface With Cushion	$375	$56	$37	$150	0	5	0	0	0	0	0									Comfort			X						X					*The Sims™ 2*
Pompadour Dresser by Fun in the Sun	$210	$31	$21	$84	0	0	0	0	0	0	0									Miscellaneous							X		X					*Teen Style Stuff*
Poppin' Party Balloon Centerpiece	$7	$5	$20	$0	0	0	0	0	0	0	0									Miscellaneous	X		X					X	X					*The Sims™ 2*
Porcelain Oval Mirror	$200	$30	$20	$80	0	0	0	0	0	0	1				X					Decorative					X	X			X					*The Sims™ 2*
Pot of Roses by Pot-a-Ree	$120	$18	$12	$48	0	0	0	0	0	0	2									Decorative			X		X			X	X					*Pets*
Potted Ficus by Nature's Garden	$320	$48	$32	$128	0	0	0	0	0	0	2									Decorative			X		X			X	X					*Nightlife*
Potted Palm	$600	$90	$60	$240	0	0	0	0	0	0	3									Decorative			X		X			X	X					*Nightlife*
Potted Plant in Spiral Elegance, an existential piece by Natural Pretzel	$510	$77	$51	$204	0	0	0	0	0	0	3									Decorative			X		X			X	X					*Nightlife*
Potted Potential	$300	$0	$0	$0	0	0	0	0	0	0	2									Decorative		X	X		X				X					*Nightlife*
Power Mirror	$625	$94	$63	$250	0	0	0	0	0	0	3				X					Decorative							X							*Family Fun Stuff*
Premium Large Rock	$300	$45	$30	$120	0	0	0	0	0	0	3									Decorative			X						X					*Seasons*
Pretty Pot O' Pansies	$180	$27	$18	$72	0	0	0	0	0	0	1									Decorative			X		X			X	X					*Open for Business*
PrevenTek Luminlight Streetlamp	$439	$65	$43	$175	0	0	0	0	0	0	2									Lighting			X						X					*The Sims™ 2*
PrevenTek Tri-Luminlight Streetlamp	$600	$90	$60	$240	0	0	0	0	0	0	3									Lighting					X				X					*The Sims™ 2*
Princess Collection Coat Rack by It Creations	$125	$18	$12	$50	0	0	0	0	0	0	1									Decorative			X					X	X					*Teen Style Stuff*
Prints Charming Fingerprinting Scanner	$0	$0	$0	$0	0	0	0	0	4	0	X									Career														*The Sims™ 2*
Prisoner of Azkalamp	$335	$5	$3	$14	0	0	0	0	0	0	1									Lighting			X		X	X			X					*The Sims™ 2*
Produce Market Shingle	$99	$14	$9	$39	0	0	0	0	0	0	0									Decorative									X	X	X			*The Sims™ 2*

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Route 66	§200	§0	§0	§0	0	0	0	0	0	0	2									Decorative	X	X					X		X			X	X	*Nightlife*
Royal First Oval Rug	§460	§69	§46	§184	0	0	0	0	0	0	0									Decorative		X	X		X		X		X			X		*Seasons*
Rubber Tree Plant	§165	§24	§16	§66	0	0	0	0	0	0	1									Decorative			X	X	X			X	X		X	X	X	*The Sims™ 2*
Rug de Exuberance	§1,100	§150	§100	§400	0	0	0	0	0	0	0									Decorative		X	X		X		X		X			X		*Glamour Stuff*
Rugged Llamas of the North Souvenir Rugby Jersey	§115	§0	§0	§0	0	0	0	0	0	0	1									Decorative		X					X					X		*University*
Rustic Glass	§460	§69	§46	§184	0	0	0	0	0	0	3			X						Decorative							X					X		*Seasons*
Sacred Star	§18	§2	§1	§7	0	0	0	0	0	0	1									Decorative			X		X		X	X	X				X	*Holiday*
Sand Waves Zen Garden	§1,250	§187	§125	§500	0	0	0	0	0	0	10									Decorative				X							X			*Bon Voyage*
Sanitation Station Baby Changing Table	§400	§60	§40	§160	0	0	10	0	0	0	0									Miscellaneous	X								X					*The Sims™ 2*
Santa Skating	§415	§62	§41	§166	0	0	0	0	0	0	3									Decorative		X	X		X		X					X	X	*Holiday*
Satinistics Loveseat	§150	§22	§15	§60	0	5	0	0	2	0	0									Comfort					X				X					*The Sims™ 2*
Saturnocity Lighting from Galactico	§275	§41	§27	§110	0	0	0	0	0	0	3									Lighting			X		X	X	X		X			X	X	*Pets*
SaunaSoothe Wall Light	§100	§15	§10	§40	0	0	0	0	0	0	1									Lighting				X					X		X			*Bon Voyage*
Save the Sheep Faux Sheepskin Diploma	§0	§0	§0	§0	0	0	0	0	0	0	0									Career														*University*
Schmidt's Wünder Tub	§825	§123	§82	§330	0	0	8	0	0	0	0									Plumbing						X			X					*Seasons*
Schokolade 890 Chocolate Manufacturing Facility	§0	§0	§0	§0	0	0	0	0	0	1	0								X	Career														*The Sims™ 2*
ScienStone Dramatic Coffee Table	§340	§51	§34	§122	0	0	0	0	0	0	0									Surfaces		X			X				X					*The Sims™ 2*
Scientifically Superior Pet Dish	§80	§12	§8	§32	6	0	0	0	0	0	0									Miscellaneous								X	X				X	*Pets*
Scorchin' Matt's Mat	§5,000	§750	§500	§2,000	0	0	0	0	0	10	7									Hobbies									X		X			*Bon Voyage*
Scraps Ranch CafeMate Coffee Table	§90	§13	§9	§36	0	0	0	0	0	0	0									Surfaces		X			X				X					*The Sims™ 2*
Scratch-O-Matic Scratching Post	§100	§15	§10	§40	0	0	0	0	0	0	0									Miscellaneous		X	X						X					*Pets*
Scratchpaw Manor Pet House	§2,500	§375	§250	§1,000	0	7	0	0	9	0	5									Miscellaneous				X					X		X			*Pets*
Scruffles the Quilted Dog	§100	§15	§10	§40	0	0	0	0	0	0	1									Decorative		X	X		X	X	X	X	X					*Pets*
SCTC Universal Public Phone	§550	§82	§55	§220	0	0	0	0	0	0	0									Electronics										X	X			*The Sims™ 2*
Searing Indifference Wall Poster	§50	§0	§0	§0	0	0	0	0	0	0	1									Decorative		X					X					X		*The Sims™ 2*
Seasonal Wishes Floor Mat	§90	§13	§9	§36	0	0	0	0	0	0	0									Decorative		X		X	X				X		X			*Seasons*
Seat of High-Backed Terror by Darkness	§395	§59	§39	§158	0	5	0	0	0	0	0									Comfort		X					X					X		*Teen Style Stuff*
Seatris by Ima Hack	§1,220	§183	§122	§488	0	8	0	0	2	0	0									Comfort					X				X			X		*The Sims™ 2*
Secure Sentinel Post Lamp	§185	§27	§18	§74	0	0	0	0	0	0	1									Lighting				X						X	X			*The Sims™ 2*
Sellafone Gadget Kiosk	§2,500	§375	§250	§1,000	0	0	0	0	0	4	7									Electronics									X			X		*University*
SensoTwitch Lie Finder	§0	§0	§0	§0	0	0	0	0	0	0	0				X					Career														*The Sims™ 2*
Sent to My Room Without Dinner by Picts Elle	§900	§0	§0	§0	0	0	0	0	0	0	6									Decorative		X	X		X		X		X			X		*Nightlife*
Serenity Sitter	§800	§120	§80	§300	0	8	0	0	0	0	2									Comfort					X				X			X		*The Sims™ 2*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort					Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Retratech Office Pal Economy Desk	$80	$12	$8	$32	0	0	0	0	0	0	0									Surfaces	X								X					The Sims™ 2
Retratech Padded Egg Chair	$150	$22	$15	$60	0	3	0	0	0	0	0									Comfort		X	X									X	X	The Sims™ 2
Retro Audacious Loveseat	$615	$92	$61	$246	0	7	0	0	2	0	0									Comfort					X				X					University
Retro Lounge High Liquidity Juice Bar	$800	$120	$80	$320	0	0	0	0	3	0	0									Miscellaneous		X			X			X						The Sims™ 2
Retro Overeasy Eggseater	$620	$93	$62	$248	0	7	0	0	0	0	0									Comfort					X				X					University
Retro Overeasy Eggseater Recliner	$640	$96	$64	$256	0	7	0	0	2	0	0									Comfort					X				X					University
Revolutionary Rebellion Poster	$45	$0	$0	$0	0	0	0	0	0	1	0									Decorative		X						X						University
Ribbons Aplenty Lamp by Safestyle Inc	$475	$71	$48	$190	0	0	0	0	0	0	3									Lighting			X		X	X	X		X		X	X		Glamour Stuff
Right Away Community Trash-Can	$75	$11	$7	$30	0	0	0	0	0	0	0									Miscellaneous									X	X	X			The Sims™ 2
Ring a'Ding Earthquake Detection System	$30	$4	$3	$12	0	0	0	0	0	0	1									Decorative			X		X	X	X		X			X		Holiday
Ring a'Ding Earthquake Detection System Holiday Special!	$40	$6	$4	$16	0	0	0	0	0	0	1									Decorative		X	X						X					Holiday
Ring-O-Posies Commercial Planter	$175	$26	$17	$70	0	0	0	0	0	0	3									Decorative			X	X	X			X	X	X	X			Pets
Rings of Saturn Light by Galactico	$250	$37	$25	$100	0	0	0	0	0	0	2									Lighting		X	X		X			X	X		X			Pets
Rip Co. Little Baker Oven	$100	$15	$10	$40	0	0	0	0	1	0	0								X	Miscellaneous	X								X					The Sims™ 2
Rip Co. Toy Bin	$55	$8	$5	$22	0	0	0	0	0	7	0									Miscellaneous	X								X					The Sims™ 2
Rip Co. Wobbly Wabbit Head	$35	$5	$3	$14	0	0	0	0	0	10	0						X			Miscellaneous	X								X					The Sims™ 2
Rip Co. Xylophone	$40	$6	$4	$16	0	0	0	0	0	4	0					X				Miscellaneous	X								X					The Sims™ 2
Rob R. Barron Nouveau Wardrobe	$1,000	$150	$100	$400	0	0	0	0	0	0	3									Miscellaneous								X						The Sims™ 2
Rob R. Barron Nouveau Medium Wardrobe	$950	$142	$95	$380	0	0	0	0	0	0	3									Miscellaneous								X	X					Open for Business
Rocket Heifer Barbeque	$1,300	$195	$130	$520	10	0	0	0	0	0	0									Appliances				X										Seasons
Roedisplay by Grant Industries	$500	$75	$50	$200	0	0	0	0	0	0	4									Surfaces					X									Open for Business
Roedisplay Concave Corner by Grant Industries	$250	$37	$25	$100	0	0	0	0	0	0	3									Surfaces					X									Open for Business
Roedisplay Convex Corner by Grant Industries	$250	$37	$25	$100	0	0	0	0	0	0	3									Surfaces					X									Open for Business
Roll On by Fun in the Sun	$195	$29	$19	$78	0	3	0	0	0	0	0									Comfort		X												Teen Style Stuff
Rolling Hills by H. Sean	$400	$0	$0	$0	0	0	0	0	0	0	3									Decorative		X	X		X			X	X					The Sims™ 2
Romantic Romance by Elle and Eey	$100	$15	$10	$40	0	0	0	0	0	1	0									Lighting		X	X		X			X	X		X			Nightlife
Rose Bouquet	$120	$18	$12	$48	0	0	0	0	0	0	2										X		X		X				X		X			Open for Business

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort								Community Sort			
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
Serenity Squared by Fountains of Maine	$580	$87	$58	$232	0	0	0	0	0	0	4									Decorative				X					X					*Bon Voyage*
Sewage Brothers Resteze Toilet	$300	$45	$30	$120	0	0	0	10	0	0	0									Plumbing						X							X	X	*The Sims™ 2*
Sewage Brothers Resteze Urinal	$400	$60	$40	$160	0	0	0	10	0	0	0									Plumbing													X	X	*The Sims™ 2*
Shades of Celebration	$339	$59	$39	$159	0	0	0	0	0	0	3									Decorative				X							X				*Celebration Stuff*
Shapes in Space	$300	$45	$30	$120	0	0	0	0	0	0	3									Decorative		X			X		X		X			X			*Pets*
Share the Bounty Nutcracker	$45	$6	$4	$18	0	0	0	0	0	0	1									Decorative		X	X						X						*Holiday*
Sheer Radiance Vanity Light	$90	$13	$9	$36	0	0	0	0	0	0	1									Lighting		X			X				X				X		*Open for Business*
Shimmering Light of Elegance	$320	$48	$32	$128	0	0	0	0	0	0	2									Lighting		X	X		X		X		X						*Glamour Stuff*
Shining Knight Standing Lamp	$315	$47	$31	$126	0	0	0	0	0	0	2									Lighting			X		X		X		X				X		*University*
Shiny Things Inc. Whisp-Aire Dishwasher	$950	$142	$95	$380	0	0	0	0	0	0	0									Appliances								X							*The Sims™ 2*
Shiny Things, Inc. Grandiose Grill	$1,100	$165	$110	$440	10	0	0	0	0	0	0									Appliances				X											*The Sims™ 2*
ShinyTyme Cooktop	$900	$135	$90	$360	10	0	0	0	0	0	0									Appliances								X					X		*University*
ShinyTyme Kitchen Sink by Gurglomics	$300	$45	$30	$120	0	0	5	0	0	0	0									Plumbing						X							X	X	*Nightlife*
Ship Rotation Device	$250	$38	$25	$100	0	0	0	0	0	0	2									Decorative		X	X		X		X						X	X	*Family Fun Stuff*
ShiShi's Frou Frou Fu Lion	$3,250	$487	$325	$1,300	0	0	0	0	0	0	10									Decorative		X			X				X						*Bon Voyage*
Shocking Pink Flamingo	$12	$1	$1	$4	0	0	0	0	4	0										Decorative				X							X				*The Sims™ 2*
Shoji Table Lantern	$175	$26	$17	$70	0	0	0	0	0	1										Lighting		X	X		X		X		X						*The Sims™ 2*
Shop this Way Lighting	$99	$14	$9	$39	0	0	0	0	0	1										Decorative				X					X	X	X				*HSM® Fashion Stuff*
Show My Ride display by Exotremo Cars	$500	$75	$50	$200	0	0	0	0	0	3										Surfaces									X				X		*Open for Business*
ShowMeOff Rack of Glory	$450	$67	$45	$180	0	0	0	0	0	4										Surfaces				X									X		*Bon Voyage*
ShuShu's How Now Bu Lion	$3,250	$487	$325	$1,300	0	0	0	0	0	10										Decorative		X		X					X	X					*Bon Voyage*
Signs of Elliptical Joy by Alexandra Workman	$100	$15	$10	$40	0	0	0	0	0	1										Decorative									X				X		*Nightlife*
Sill-Length Tieback Curtains	$300	$45	$30	$120	0	0	0	0	0	3										Decorative		X	X		X		X	X	X						*The Sims™ 2*
Sim Crossing by Signature Signs	$100	$15	$10	$40	0	0	0	0	0	1										Decorative				X					X	X	X				*Bon Voyage*
Simbiic Bisectaur Bass	$1,800	$525	$350	$1,400	0	0	0	0	10	2				X						Hobbies									X						*University*
SimCity at Night	$425	$0	$0	$0	0	0	0	0	0	3										Decorative		X	X		X						X	X			*The Sims™ 2*
SimCity Championship Roster 1984-85 Season Poster	$55	$0	$0	$0	0	0	0	0	0	1										Decorative		X					X					X			*University*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort					
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
Sled Track Holiday Wall Lights by XtremeHoliday Sporting	$10	$1	$1	$4	0	0	0	0	0	0	1									Decorative	X	X			X				X					*Holiday*
Sled Track Wall Lights by Xtreme-Holiday Sporting	$10	$1	$1	$4	0	0	0	0	0	0	1									Decorative	X	X			X				X					*Holiday*
Sled Track White Lights by Xtreme-Holiday Sporting	$10	$1	$1	$4	0	0	0	0	0	0	1									Decorative	X	X			X				X					*Holiday*
Sleeke Barstool by Simplonics	$600	$90	$60	$240	0	5	0	0	0	0	1									Comfort					X			X	X				X	*Nightlife*
Sleepwave 42 by Streamlined Industries	$2,500	$375	$250	$1,000	0	6	0	0	6	0	5									Comfort							X		X					*Pets*
Small Ice Cap Skating Rink	$16,800	$2,520	$1,680	$6,720	0	0	0	0	0	10	0					X				Hobbies				X					X		X			*Seasons*
Small Roll-O-Rama Rink	$15,000	$2,250	$1,500	$6,000	0	0	0	0	0	10	0					X				Hobbies				X					X		X			*Seasons*
SmokeSentry SmokeSniffer 3000	$50	$7	$5	$20	0	0	0	0	0	0	0									Electronics	X	X	X	X	X		X	X						*The Sims™ 2*
Snapdragon Bouquet	$300	$45	$30	$120	0	0	0	0	0	0	3											X	X	X	X			X						*Open for Business*
Snoozing Enemies Comic	$950	$142	$95	$380	0	0	0	0	0	0	7									Decorative		X			X			X				X		*Pets*
Snowman Construction Set—Base	$10	$1	$1	$5	0	0	0	0	0	0	0									Decorative														*Holiday*
Snowman Construction Set—Hat	$10	$1	$1	$5	0	0	0	0	0	0	0									Decorative														*Holiday*
Snowman Construction Set—Head	$15	$1	$1	$5	0	0	0	0	0	0	0									Decorative														*Holiday*
Snowman Construction Set—Middle	$15	$1	$1	$5	0	0	0	0	0	0	0									Decorative														*Holiday*
So Bright It Almost Smells Lamp	$215	$32	$21	$86	0	0	0	0	0	0	1									Lighting		X	X		X		X		X					*Bon Voyage*
Social Climbing Ivy Floor Lamp	$105	$15	$10	$42	0	0	0	0	0	0	1									Lighting		X	X		X		X		X		X			*The Sims™ 2*
Social Climbing Ivy Table Lamp	$79	$11	$7	$31	0	0	0	0	0	0	1									Lighting	X	X	X		X		X		X					*The Sims™ 2*
Sofa by Club Distress	$1,450	$217	$145	$580	0	8	0	0	2	0	2									Comfort					X						X			*The Sims™ 2*
Sofa of Substance	$1,625	$243	$162	$650	0	10	0	0	2	0	2									Comfort					X						X			*The Sims™ 2*
Soft'n Tender Massage Table	$750	$112	$75	$300	0	5	0	0	3	2	0									Hobbies									X					*Bon Voyage*
Softwind Ceiling Lamp	$195	$29	$19	$78	0	0	0	0	0	0	1									Lighting		X	X		X	X	X		X		X			*Bon Voyage*
Soldier's Quarter Recliner	$810	$121	$81	$324	0	7	0	0	2	0	2									Comfort					X				X					*Open for Business*
Solo Neutrino by Astro-Tops Design	$1,800	$270	$180	$720	0	0	0	0	0	3	0									Miscellaneous			X		X			X	X				X	*Pets*
Soma Wall-Eye Large Screen Flat-Panel Television	$8,000	$1,200	$800	$3,200	0	0	0	0	0	10	7				X					Electronics					X		X		X					*The Sims™ 2*
Soma 44 PancakeTek Television	$3,500	$525	$350	$1,400	0	0	0	0	0	8	3				X				X	Electronics					X		X		X					*The Sims™ 2*
Soma AudioGeek TK427 Tower System	$2,550	$382	$255	$1,020	0	0	0	0	0	10	2				X					Electronics		X			X				X					*The Sims™ 2*
Sophisticated Sweet Reed Cake	$400	$60	$40	$160	0	0	0	0	0	0	0									Miscellaneous													X	*Celebration Stuff*

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New Directory

Object	Price and Depreciation				Needs							Skills								Function	Room Sort								Community Sort					Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking		Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Sun King Drawers by Royale Furniture Co.	$850	$127	$85	$340	0	0	0	0	0	0	3									Miscellaneous								X	X				*Open for Business*
SunFlowers	$45	$6	$4	$18	0	0	0	0	0	0	1									Decorative				X	X	X		X					*The Sims™ 2*
Sung-Byu Sunburst Oriental Rug	$800	$120	$80	$320	0	0	0	0	0	0	0									Decorative		X	X		X		X						*Nightlife*
Super Settee by Sputnix Furnishings	$1,375	$206	$137	$550	0	8	0	0	2	0	1									Comfort					X								*Pets*
Super Signguy Retail Sign	$175	$0	$0	$0	0	0	0	0	0	0	1									Decorative				X									*Open for Business*
Super Signguy Retail Sign...on a Stick	$150	$0	$0	$0	0	0	0	0	0	0	1									Decorative				X									*Open for Business*
Super Stuffer Mantle Warmers	$35	$5	$3	$14	0	0	0	0	0	0	1									Decorative		X	X										*Holiday*
SuperFlux Uber UV Guitar	$2,500	$375	$250	$1,000	0	0	0	0	0	10	3				X					Hobbies				X									*University*
Superlative Sink by The Greatest Designer Alive	$250	$37	$25	$100	0	0	5	0	0	0	0									Plumbing						X		X	X	X			*The Sims™ 2*
Supreme Cabinet of the Lesser Items	$535	$80	$53	$214	0	0	0	0	0	0	2									Miscellaneous							X						*Open for Business*
Surfer Racka by Fun in the Sun	$525	$78	$52	$210	0	0	0	0	0	0	5									Decorative		X	X		X		X						*Teen Style Stuff*
Surfing the Universe Poster	$59	$0	$0	$0	0	0	0	0	0	0	1									Decorative		X					X						*University*
Survival of the Fittest Fixture	$250	$37	$25	$100	0	0	0	0	0	0	2									Lighting		X	X		X	X	X						*Bon Voyage*
Suspense	$475	$0	$0	$0	0	0	0	0	0	0	4									Decorative		X	X		X		X						*The Sims™ 2*
Su-Tove Armoire	$1,200	$180	$120	$480	0	0	0	0	0	0	3									Miscellaneous							X						*The Sims™ 2*
Sweat It Out Sauna	$4,000	$600	$400	$1,600	0	8	0	0	0	0	6									Hobbies				X				X					*Bon Voyage*
Sweet Tooth Survivor Pinball	$1,750	$262	$175	$700	0	0	0	0	0	10	2									Electronics					X			X					*The Sims™ 2*
Swerny Curvy Desk by Fun in the Sun	$175	$26	$17	$70	0	0	0	0	0	0	0									Surfaces		X						X					*Teen Style Stuff*
Swing Away Hammock	$800	$120	$80	$320	0	3	0	0	3	0	2									Comfort				X				X					*Bon Voyage*
Swing Kidz Deluxe Swing Set	$450	$67	$45	$180	0	0	0	0	7	0	0									Miscellaneous	X			X				X					*The Sims™ 2*
SwingarmRo 27 Multivid V Television	$750	$113	$75	$300	0	0	0	0	0	7	3									Electronics		X			X			X					*Nightlife*
Synthetic Iron Trellis	$550	$82	$55	$220	0	0	0	0	0	0	3									Decorative			X						X				*Seasons*
Tablablanca from Simporters, Ltd.	$690	$103	$69	$276	0	0	0	0	0	0	0									Surfaces		X											*The Sims™ 2*
Table de Bistro by Bourgeois Design	$258	$38	$25	$103	0	0	0	0	0	0	0									Surfaces			X					X	X				*Seasons*
Tabu Living Chair from Nothing Atoll	$275	$41	$27	$110	0	5	0	0	0	0	0									Comfort					X				X				*Pets*
Talkatron 9000C by AEC Technics	$125	$7	$5	$20	0	0	0	0	0	0	0									Electronics					X			X	X				*Pets*
Talkatron 9000W by AEC Technics	$175	$11	$7	$30	0	0	0	0	0	0	0									Electronics					X			X	X				*Pets*

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The Gray Woman of SimCity	§6,000	§0	§0	§0	0	0	0	0	0	0	10								Decorative		X		X					X		X			*Nightlife*
The Grease Stands Alone Island Bar	§1,780	§277	§185	§740	0	0	0	0	0	3	0								Miscellaneous			X		X			X	X				X	*Nightlife*
The Great Dress Rack	§3,000	§450	§300	§1,200	0	0	0	0	0	4	8								Miscellaneous												X		*The Sims™ 2*
The Grillinator BigBQ	§210	§31	§21	§84	1	0	0	0	0	0	0								Appliances				X						X		X		*The Sims™ 2*
The GrooveLayer 9000 Professional DJ Booth by HotBeets	§2,750	§413	§275	§1,100	0	0	0	0	0	10	3				X				Electronics								X						*Nightlife*
The Hob-O-Chan 3000 grill	§1,500	§225	§150	§600	10	0	0	0	0	0	0								Appliances				X									X	*Celebration Stuff*
The HottCorp Burning 8-R Series Fire Jet	§325	§49	§33	§130	0	0	0	0	0	0	2								Decorative				X						X				*Nightlife*
The House Pets Comic	§50	§7	§5	§20	0	0	0	0	0	0	1								Decorative		X			X	X	X	X	X					*Pets*
The Ideal Sim by Van Mel	§2,300	§345	§230	§920	0	0	0	0	0	0	10								Decorative		X		X					X		X			*Glamour Stuff*
The Imposing Falcon	§200	§30	§20	§80	0	0	0	0	0	0	2								Decorative		X	X		X		X		X			X		*Pets*
The Impossible Mission Counter	§740	§111	§74	§296	0	0	0	0	0	0	1								Surfaces						X		X	X					*Open for Business*
The Impossible Mission Island Bar	§1,900	§277	§185	§740	0	0	0	0	0	3	0								Miscellaneous			X		X			X	X				X	*Open for Business*
The Impossible Mission Island Counter	§750	§112	§75	§300	0	0	0	0	0	0	1								Surfaces								X	X			X	X	*Open for Business*
The Inlaid Medallion	§875	§131	§88	§350	0	0	0	0	0	0	0								Decorative		X	X		X		X		X			X		*Nightlife*
The Inner Light	§200	§30	§20	§80	0	0	0	0	0	0	1								Lighting	X	X	X		X		X		X					*The Sims™ 2*
The It Poster	§63	§9	§6	§25	0	0	0	0	0	0	1								Decorative		X					X					X		*Teen Style Stuff*
The Java de Pwi Barstool	§630	§94	§63	§252	0	5	0	0	0	0	2								Comfort					X			X	X			X		*Open for Business*
The Kinder Koddler	§50	§7	§5	§20	0	0	0	0	0	0	0								Miscellaneous			X					X						*The Sims™ 2*
The Kinder Kontainer	§275	§41	§27	§110	0	0	0	0	12	0	0								Miscellaneous	X						X							*The Sims™ 2*
The King's Jester	§3,200	§480	§320	§1,280	0	0	0	0	0	0	10								Decorative		X	X		X				X					*Family Fun Stuff*
The Lady On Red	§180	§0	§0	§0	0	0	0	0	0	0	2								Decorative		X	X		X		X		X					*The Sims™ 2*
The Landwhale by Heaveola	§4,250	§638	§425	§1,700	0	4	0	0	1	2	0								Miscellaneous				X										*Nightlife*
The Larger Mission Coffee Table by Lulu Designs	§280	§42	§28	§112	0	0	0	0	0	0	0								Surfaces		X			X				X					*Open for Business*
The Legendary Bedscalibur Sleep System by Dulac Industries	§2,300	§345	§230	§920	0	6	0	0	6	0	4								Comfort							X		X					*Open for Business*
The Limey CulinaryCounter	§30	§4	§3	§12	0	0	0	0	0	0	0								Miscellaneous													X	*Celebration Stuff*
The Little Frock Tree	§80	§12	§8	§32	0	0	0	0	0	0	1								Decorative		X	X						X					*Holiday*
The Little Jug of Wishes	§285	§42	§28	§114	0	0	0	0	0	0	2								Decorative		X			X				X			X		*Seasons*
The Lone Daisy	§285	§0	§0	§0	0	0	0	0	0	0	2								Decorative	X		X		X	X	X	X				X	X	*The Sims™ 2*
The Luna Torch by Glucolux	§85	§12	§8	§34	0	0	0	0	0	0	3								Lighting				X						X	X			*Pets*
The Lying Fisherman Fountain	§1,200	§2	§0	§0	0	0	0	0	0	0	8								Decorative									X		X			*Open for Business*
The Main Squeezer 235X	§800	§120	§80	§320	4	0	0	0	0	0	0								Appliances								X					X	*Seasons*
The Meaning of Fruit	§1,500	§0	§0	§0	0	0	0	0	0	0	10								Decorative			X		X	X	X	X	X				X	*The Sims™ 2*
The Measure of a Sim Wooden Model	§100	§15	§10	§40	0	0	0	0	0	0	1								Decorative	X	X			X				X					*The Sims™ 2*

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New Directory

Object	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	Game
The Cozinator 450	$275	$41	$27	$110	0	3	0	0	0	0	0									Comfort				X									X	*Seasons*
The Crazy Fun Toybench from 'Craftin' It!' Industries	$1,500	$225	$150	$600	0	0	0	0	0	0	0									Hobbies		X									X			*Open for Business*
The Crustikus Dresser by Earl Crustikus IV	$230	$34	$23	$92	0	0	0	0	0	0	0									Miscellaneous							X		X					*Seasons*
The Daruma Wishing Doll by Suki Desu	$280	$42	$28	$112	0	0	0	0	0	0	2									Decorative		X			X				X					*Seasons*
The Decoy Trellis	$450	$67	$45	$180	0	0	0	0	0	0	2									Decorative			X	X	X			X	X		X			*Seasons*
The Deplorably Adorable Sweetheart's Figurine	$290	$43	$29	$116	0	0	0	0	0	0	1									Decorative	X	X	X		X		X		X					*Celebration Stuff*
The Disguise of Mr. Romance	$140	$21	$14	$56	0	0	0	0	0	0	1									Decorative		X			X				X					*Family Fun Stuff*
The Double Bed of Wonderment	$2,750	$412	$275	$1,100	0	6	0	0	6	0	5									Comfort							X							*Bon Voyage*
The Dragon's Horde by Mystical Furnishings	$345	$52	$36	$138	0	0	0	0	0	0	0									Miscellaneous							X		X					*Family Fun Stuff*
The Eclectic and Enigmatic Energizer	$0	$0	$0	$0	1	1	1	1	1	1	9									Aspiration														*The Sims™ 2*
The Ergonomizer	$875	$131	$87	$350	0	3	0	0	3	0	2									Comfort							X							*Bon Voyage*
The Etched Life by Anonymous	$1,200	$180	$120	$480	0	0	0	0	0	0	8									Decorative			X		X				X					*Glamour Stuff*
The Exquisite Bistro Chair by Bourgeois Design	$400	$60	$40	$160	0	5	0	0	0	0	0									Comfort			X	X				X						*Seasons*
The Eye of the Party Hurricane Lamp	$50	$7	$5	$20	0	0	0	0	0	0	1									Lighting		X			X		X							*Celebration Stuff*
The Fiorella	$70	$10	$7	$28	0	0	0	0	0	0	1									Decorative			X	X	X		X	X						*Celebration Stuff*
The Fishy Rug	$150	$23	$15	$60	0	0	0	0	0	0	0									Decorative	X	X	X		X		X							*Family Fun Stuff*
The Flowy Floater	$550	$82	$55	$220	0	0	0	0	0	0	4									Decorative				X								X		*Seasons*
The Forbidden Fruit Counter by Neontrix	$590	$89	$59	$236	0	0	0	0	0	0	0									Surfaces						X		X						*Nightlife*
The Four Post Bed	$720	$108	$72	$288	0	3	0	0	3	0	2									Comfort							X							*Seasons*
The Fourth Element Wall Hanging	$5,000	$0	$0	$0	0	0	0	0	0	0	10									Decorative			X		X		X		X					*The Sims™ 2*
The Frog of Good Tidings	$420	$63	$42	$168	0	0	0	0	0	0	3									Decorative			X		X		X		X					*Bon Voyage*
The Fun Spot Kids Rug	$135	$20	$14	$54	0	0	0	0	0	0	0									Decorative			X		X		X		X					*Nightlife*
The Glassic Chair	$920	$138	$92	$368	0	9	0	0	0	0	2									Comfort					X				X					*The Sims™ 2*
The Gobo-a-Go-Go Spotlighter by LumiO	$425	$64	$43	$170	0	0	0	0	0	0	2									Lighting			X		X	X	X	X	X					*Nightlife*
The Gold-end Ratio Table	$190	$28	$19	$76	0	0	0	0	0	0	0									Surfaces					X		X							*The Sims™ 2*
The Good Butler End Table	$375	$56	$38	$150	0	0	0	0	0	0	0									Surfaces					X									*Glamour Stuff*

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The Signature Piece by Garage Filler Inc.	§160	§24	§16	§64	0	0	0	0	0	0	2									Decorative		X	X		X		X		X			X		*Celebration Stuff*
The Simple Washer from Kountry Pipes	§475	§71	§47	§190	0	0	5	0	0	0	0									Plumbing						X			X			X	X	*Seasons*
The Simulated Succulent	§160	§24	§16	§64	0	0	0	0	0	0	1									Decorative			X	X	X			X	X		X	X	X	*The Sims™ 2*
The Single Bed a la Mode	§600	§90	§60	§240	0	3	0	0	3	0	0									Comfort							X		X					*Seasons*
The Slim System, by Jim Slimboy	§1,050	§157	§105	§420	0	4	0	0	4	0	2									Comfort							X							*The Sims™ 2*
The Slumber Saddle of Sleepnir by Dulac Industries	§1,080	§162	§108	§432	0	5	0	0	5	0	2									Comfort							X		X					*Open for Business*
The Smoogo Minima	§950	§143	§95	§380	0	1	0	0	0	2	0									Miscellaneous				X										*Nightlife*
The Smord P328	§2,250	§338	§225	§900	0	1	0	0	0	4	0									Miscellaneous				X										*Nightlife*
The Soma Sleep Well	§2,600	§390	§260	§1,040	0	6	0	0	6	0	5									Comfort							X							*The Sims™ 2*
The Sometimes A Man Is An Island Counter Island, by Fat City Counters	§630	§95	§63	§252	0	0	0	0	0	0	0									Surfaces								X	X				X	*Nightlife*
The Sorrowful Scions	§450	§0	§0	§0	0	0	0	0	0	0	4									Decorative		X		X					X		X			*Nightlife*
The Spike Light	§150	§22	§15	§60	0	0	0	0	0	0	1									Lighting				X					X		X			*The Sims™ 2*
The Stodgy Badger Family Portrait	§130	§19	§13	§52	0	0	0	0	0	0	1									Decorative			X		X		X		X					*Pets*
The Stodgy Badger Family Portrait	§130	§19	§13	§52	0	0	0	0	0	0	1									Decorative			X		X		X		X					*Pets*
The Stones of Stepping	§100	§15	§10	§40	0	0	0	0	0	0	0									Decorative		X	X	X	X		X		X		X	X		*Family Fun Stuff*
The Sumptuous Brasserie Barstool	§680	§102	§68	§272	0	6	0	0	0	0	1									Comfort					X			X	X				X	*Nightlife*
The Swashbuckling Shipwrecker by Impressive Installations	§32,767	§4,915	§3,276	§13,106	0	0	0	0	0	10	10									Miscellaneous									X		X			*Bon Voyage*
The Swinging Light	§115	§17	§11	§46	0	0	0	0	0	0	1									Lighting			X		X	X	X		X			X		*Seasons*
The Talking Table	§275	§41	§27	§110	0	0	0	0	0	0	0									Surfaces			X					X					X	*The Sims™ 2*
The That Smells Great! Floral Workstation from 'Craftin' It!' Industries	§1,000	§150	§100	§400	0	0	0	0	0	0	0									Hobbies		X										X		*Open for Business*
The Tiki Lifestyle from Nothing Atoll	§170	§25	§17	§68	0	0	0	0	0	0	0									Surfaces		X			X				X					*Seasons*
The Towel on a Metal Ring by DecorCorp	§150	§0	§0	§0	0	0	0	0	0	0	2									Decorative						X		X	X					*Open for Business*
The Towel on a Metal Rod by DecorCorp	§200	§0	§0	§0	0	0	0	0	0	0	2									Decorative						X		X	X					*Open for Business*
The Towel on a Wooden Ring by DecorCorp	§125	§0	§0	§0	0	0	0	0	0	0	1									Decorative					X			X	X					*Open for Business*
The Towel on a Wooden Rod by DecorCorp	§200	§0	§0	§0	0	0	0	0	0	0	3									Decorative					X			X	X					*Open for Business*
The Tragic Stock-n-Stack Cube from UpDuggery 'n Stuff	§150	§22	§15	§60	0	0	0	0	0	0	2									Surfaces					X							X		*Open for Business*
The Tray o' Orbs from Orby Designs	§850	§0	§0	§0	0	0	0	0	0	0	5									Decorative		X			X				X					*Open for Business*
The Truth Is Somewhere	§55	§0	§0	§0	0	0	0	0	0	0	1									Decorative		X					X					X		*University*
The Twinkly Tea Light Set	§75	§11	§7	§30	0	0	0	0	0	0	1									Lighting		X	X		X		X		X			X	X	*Celebration Stuff*
The Unity Swag	§25	§3	§2	§10	0	0	0	0	0	0	1									Decorative		X	X	X	X		X		X					*Celebration Stuff*
The Wall of Significant Confusion	§790	§118	§79	§316	0	0	0	0	0	0	6									Decorative		X	X		X		X					X	X	*Bon Voyage*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort						Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
The Mighty Mighty by Gustav Stickler	§295	§44	§29	§118	0	0	0	0	0	0	0									Surfaces					X								*Open for Business*
The Monster Under My Bed by Little Timmy	§35	§0	§0	§0	0	0	0	0	0	0	1									Decorative	X							X	X				*The Sims™ 2*
The More Impossible Mission Counter	§740	§111	§74	§296	0	0	0	0	0	0	1									Surfaces						X		X	X				*Open for Business*
The Muse by Stella Livorno	§3,200	§480	§320	§1,280	0	0	0	0	0	0	10									Decorative			X		X		X		X				*Glamour Stuff*
The My-Chi Sculpture Form	§2,500	§0	§0	§0	0	0	0	0	0	0	10									Decorative				X					X				*The Sims™ 2*
The Naturally Stylish Flower Barrel	§250	§37	§25	§100	0	0	0	0	0	0	2									Decorative			X	X	X			X	X				*Seasons*
The Nofowle Armchair	§155	§23	§15	§62	0	5	0	0	0	0	0									Comfort					X				X				*The Sims™ 2*
The Non-Deadly Robot Crafting Station from 'Craftin' It!' Industries	§2,000	§300	§200	§800	0	0	0	0	0	0	0									Hobbies		X									X		*Open for Business*
The Oasis	§1,850	§277	§185	§740	0	0	0	0	3	0										Miscellaneous			X		X				X				*Nightlife*
The Old-Timer Recliner	§650	§97	§65	§316	0	7	0	0	0	0										Comfort					X								*The Sims™ 2*
The Ornery Rooster	§300	§45	§30	§120	0	0	0	0	0	2										Decorative				X					X				*Seasons*
The Parallelosign by Signalellocorp	§100	§15	§10	§40	0	0	0	0	0	1										Decorative									X				*Nightlife*
The Perfect Cat	§245	§36	§24	§98	0	0	0	0	0	2										Decorative					X	X	X	X	X				*Pets*
The Petalstal	§159	§23	§15	§63	0	0	0	0	0	1										Decorative			X	X	X				X	X			*Celebration Stuff*
The Photonic Ha'Sphere by Glucolux	§250	§37	§25	§100	0	0	0	0	0	2										Lighting			X		X	X	X	X	X				*Pets*
The Photon-Master 3000, Tabletop Edition	§220	§33	§22	§88	0	0	0	0	0	1										Lighting	X	X			X		X		X				*Open for Business*
The Pounding Waves Rug	§175	§26	§18	§70	0	0	0	0	0	0										Decorative	X	X	X		X		X		X				*Family Fun Stuff*
The Prismo RotoBall by LumiO	§550	§83	§55	§220	0	0	0	0	0	3										Lighting			X		X	X	X	X	X				*Nightlife*
The Prototype X94 Angsternaut Robosuit	§150	§22	§15	§60	0	0	0	0	0	1										Decorative		X	X		X		X		X				*Pets*
The Purpley Culinary Counter	§30	§4	§3	§12	0	0	0	0	0	0										Miscellaneous													*Celebration Stuff*
The Qube	§340	§51	§34	§135	0	0	0	0	0	0										Surfaces			X		X			X	X				*Nightlife*
The Reef End Table	§100	§15	§10	§40	0	0	0	0	0	0										Surfaces					X		X						*Family Fun Stuff*
The Rollin' Secretary from McKraken Industries	§600	§90	§60	§240	0	0	0	0	0	0										Surfaces			X						X				*Seasons*
The Roundabout	§200	§30	§20	§80	0	0	0	0	0	0										Surfaces					X	X					X		*Celebration Stuff*
The Sample Bar Seat	§400	§60	§40	§160	0	5	0	0	0	0										Comfort					X			X	X				*Bon Voyage*
The Schottel Chair	§360	§54	§36	§144	0	5	0	0	0	0										Comfort							X	X			X	X	*Bon Voyage*
The Shadow Streamer	§375	§56	§38	§150	0	0	0	0	0	0	2									Lighting					X	X	X	X	X				*Nightlife*

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TraumaTime Incision Precision Surgical Training Station	§0	§0	§0	§0	0	0	0	0	0	4	0							X		Career																*The Sims™ 2*
Trellisor Wedding Arch	§900	§135	§90	§360	0	0	0	0	0	1	0									Miscellaneous				X												*The Sims™ 2*
Tri-Tip Table	§155	§23	§15	§62	0	0	0	0	0	0	0									Surfaces					X		X						X			*The Sims™ 2*
Tropico Avian Sanctuary	§500	§75	§50	§200	0	0	0	0	0	8	0			X						Miscellaneous									X				X			*Pets*
Tropico Birds in the Wild	§325	§48	§32	§130	0	0	0	0	0	0	3									Decorative	X	X	X		X	X	X	X	X				X			*Pets*
Trottco 27" MultiVid IV Television	§500	§75	§50	§200	0	0	0	0	0	6	0					X			X	Electronics					X		X		X							*The Sims™ 2*
Try On Clothing Booth by MegaSecure Co.	§499	§74	§49	§199	0	0	0	0	0	4	0									Miscellaneous													X			*H&M® Fashion Stuff*
Tulip Bouquet	§70	§10	§7	§28	0	0	0	0	0	0	1												X	X	X			X							*Open for Business*
Tulip Light from Luxiary	§300	§45	§30	§120	0	0	0	0	0	0	2									Lighting		X	X		X		X		X				X			*The Sims™ 2*
Tushugger Cushy Chair	§380	§57	§38	§152	0	7	0	0	0	0	0									Comfort					X				X				X			*University*
Two Dogs and an Olive by Mixt Hupp	§2,900	§0	§0	§0	0	0	0	0	0	0	10									Decorative		X	X		X		X		X				X			*Nightlife*
Uber-Duper Deluxe Curves Ahead Sign	§72	§0	§0	§0	0	0	0	0	0	0	1									Decorative			X		X		X	X	X				X	X		*Nightlife*
Ug-No-More Makeover Station	§1,200	§149	§99	§399	0	0	0	0	0	0	0									Comfort									X				X			*Open for Business*
Ultra Funky Curtain Clothes	§170	§25	§17	§68	0	0	0	0	0	0	2									Decorative	X		X		X		X	X	X				X			*The Sims™ 2*
Unbridled Braids Oval Rug	§350	§53	§35	§140	0	0	0	0	0	0	0									Decorative		X	X		X		X		X				X			*Nightlife*
Under the Horizon by Sam Stewart	§290	§43	§29	§116	0	0	0	0	0	0	2									Decorative		X	X		X	X	X	X					X	X		*Bon Voyage*
Unknown Ancient Leader by Tropicool Inc.	§505	§75	§50	§202	0	0	0	0	0	0	4									Decorative				X					X			X				*Bon Voyage*
Unlikely Whale Sculpture	§280	§42	§28	§112	0	0	0	0	0	0	2									Decorative	X	X			X				X							*Seasons*
Untitled by Len Bledgemann	§2,700	§405	§270	§1,080	0	0	0	0	0	0	10									Decorative		X	X		X		X		X				X			*Glamour Stuff*
Used Propellers	§450	§68	§45	§180	0	0	0	0	0	0	4									Decorative		X	X		X		X						X	X		*Family Fun Stuff*
Utensil Silo by Pastoral Poultry Designs	§200	§30	§20	§80	0	0	0	0	0	0	2									Decorative								X	X				X	X		*Seasons*
ValueSpite Funny Bunny	§40	§6	§4	§16	0	0	0	0	0	0	1									Decorative			X		X		X	X	X					X		*Holiday*
VaporWare Submergence Spa	§8,500	§1,275	§850	§3,400	0	6	0	0	0	7	10									Plumbing				X							X					*The Sims™ 2*
Vault of Mysteries Armoire by Mystical Furnishings	§400	§60	§40	§160	0	0	0	0	0	0	0									Miscellaneous							X		X				X			*Family Fun Stuff*
VeggiStuf Produce Bin	§3,000	§450	§300	§1,200	0	0	0	0	0	4	3									Appliances													X			*The Sims™ 2*
Veil of Dreams	§120	§18	§12	§48	0	0	0	0	0	0	1									Decorative	X					X	X	X	X				X			*The Sims™ 2*
Veronaville Quilting Bee—Finalist	§655	§285	§190	§760	0	0	0	0	0	0	5									Decorative		X	X		X		X						X	X		*Seasons*
Victor Victorian Pedestal Sink	§700	§105	§70	§280	0	0	6	0	0	0	2									Plumbing						X			X				X	X		*The Sims™ 2*
Vintage Retro Classic Dining Table	§235	§35	§24	§102	0	0	0	0	0	0	0									Surfaces			X					X	X					X		*Nightlife*
Vision Mirrors Past Reflections	§1,100	§165	§110	§440	0	0	0	0	0	0	6			X						Decorative					X	X	X						X			*The Sims™ 2*
Visivue Dining Table	§500	§75	§50	§200	0	0	0	0	0	0	0									Surfaces			X					X	X					X		*Nightlife*
VocoPhonicSim Karaoke Machine	§1,800	§270	§180	§720	0	0	0	0	0	8	1				X					Electronics									X							*Nightlife*
Volcano Table Torch	§115	§17	§11	§46	0	0	0	0	0	0	1									Lighting		X	X		X		X		X							*Seasons*

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Object	Price and Depreciation				Needs							Skills								Room Sort						Community Sort					Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
The Water's Flow by Edgar Velveete	$300	$750	$500	$2,000	0	0	0	0	0	0	2									Decorative	X	X				X	X	X	X				X	*Seasons*
The 'Watt is it' Table Lamp	$35	$5	$3	$14	0	0	0	0	0	0	1									Lighting	X								X					*The Sims™ 2*
The Yamashoto Evasion	$6,250	$938	$625	$2,500	0	6	0	0	2	5	0									Miscellaneous				X										*Nightlife*
Thinking Cap	$0	$0	$0	$0	0	0	0	0	0	0	7									Aspiration														*The Sims™ 2*
Thirsty the bath mat	$50	$8	$5	$20	0	0	0	0	0	0	0									Decorative	X	X							X					*Nightlife*
This Olde Cabin by Hanz Gunter-schmidt	$1,050	$157	$105	$420	0	0	0	0	0	0	7									Decorative	X	X			X							X	X	*Bon Voyage*
Thrice As Nice Floor Lamp by Lumpen Lumeniat	$100	$15	$10	$40	0	0	0	0	0	0	1									Lighting	X	X			X		X		X					*The Sims™ 2*
Thrones of Passion	$290	$43	$29	$116	0	3	0	0	0	0	0									Comfort		X			X								X	*Celebration Stuff*
Throwdown by Around the World Rugs	$925	$138	$92	$370	0	0	0	0	0	0	0									Decorative	X	X			X		X		X				X	*Bon Voyage*
Tibetan Desk	$670	$100	$67	$268	0	0	0	0	0	0	0									Surfaces	X								X					*The Sims™ 2*
Tiki Idol	$490	$73	$49	$196	0	0	0	0	0	0	4									Decorative	X		X						X		X			*Seasons*
Tiki Island Counter	$260	$39	$26	$104	0	0	0	0	0	0	0									Surfaces								X	X				X	*Seasons*
Tinkle Trainer 6000 Potty Chair	$70	$10	$7	$28	0	0	0	10	0	0	0									Miscellaneous	X					X			X					*The Sims™ 2*
Tiny Fake Room Wallscape	$700	$420	$280	$1,120	0	0	0	0	0	0	6									Decorative	X	X			X		X		X					*Seasons*
Tire Stack by Autohaus Autobahn	$95	$14	$9	$38	0	0	0	0	0	0	0									Surfaces					X		X		X					*Seasons*
Titania Vineyards 1914 Toasting Set	$350	$52	$35	$140	0	0	0	0	0	0	0									Miscellaneous		X						X						*The Sims™ 2*
Tokonoma Series by Jermone Inc	$775	$116	$77	$310	0	0	0	0	0	0	7									Decorative	X	X			X	X	X		X					*Bon Voyage*
Torcher Luminescence Sconce	$202	$30	$20	$80	0	0	0	0	0	0	1									Lighting	X	X			X	X	X		X					*The Sims™ 2*
Torcher Clamshell Wall Sconce	$75	$11	$7	$30	0	0	0	0	0	0	1									Lighting		X			X	X	X		X					*The Sims™ 2*
Tornado Torch Floor Lamp	$330	$49	$33	$132	0	0	0	0	0	0	2									Lighting	X	X			X	X	X		X					*The Sims™ 2*
Total Mirror	$303	$45	$30	$121	0	0	0	0	0	0	2				X					Decorative									X					*The Sims™ 2*
Toucan Lola Statue	$180	$27	$18	$72	0	0	0	0	0	0	1									Decorative	X	X			X		X		X					*Bon Voyage*
Touch of Teak Bed	$1,800	$270	$180	$720	0	4	0	0	4	0	3									Comfort							X							*The Sims™ 2*
Touch of Teak Plymouth Armoire	$812	$121	$81	$324	0	0	0	0	0	0	2									Miscellaneous							X							*The Sims™ 2*
Touch of Teak Tansu Medium Dresser	$1,450	$217	$145	$580	0	0	0	0	0	0	4									Miscellaneous							X		X					*Open for Business*
Toyboxtopus	$55	$8	$5	$22	0	0	0	0	7	0										Miscellaneous	X								X					*Family Fun Stuff*
Transcendence by Joan Schnitzel	$800	$0	$0	$0	0	0	0	0	0	6										Decorative			X		X		X		X			X		*The Sims™ 2*
Trash Trapper 910i	$40	$6	$4	$16	0	0	0	0	0	0										Miscellaneous								X	X			X		*Open for Business*

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New Directory

Object	Price and Depreciation				Needs							Skills								Room Sort							Community Sort					Game
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
VroomMaster 4000	$149	$22	$14	$59	0	0	0	0	0	5	0									Electronics					X									The Sims™ 2
Vroom! Armoire	$225	$33	$22	$90	0	0	0	0	0	0	0									Miscellaneous							X		X			X		Seasons
Vroom! Desk	$120	$18	$12	$48	0	0	0	0	0	0	0									Surfaces		X							X					Seasons
Vroom! Dining Chair	$160	$108	$72	$288	0	3	0	0	0	0	0									Comfort			X									X	X	Seasons
Vroom! Sleep System	$460	$69	$46	$184	0	3	0	0	3	0	0									Comfort							X							Seasons
Waderfall	$35	$0	$0	$0	0	0	0	0	0	1	0									Decorative	X							X	X					The Sims™ 2
Waffelhousen Sconce	$175	$26	$17	$70	0	0	0	0	0	1	0									Lighting		X	X		X	X	X		X		X			Seasons
Wall Flare Lamp by Vintage Victorian	$220	$33	$22	$88	0	0	0	0	0	1	0									Lighting		X	X		X	X	X		X		X			Teen Style Stuff
Wall Flowers Sconce	$110	$16	$11	$44	0	0	0	0	0	1	0									Lighting			X		X	X	X		X		X			The Sims™ 2
Wangoof Wall Planter	$200	$30	$20	$80	0	0	0	0	0	2	0									Decorative		X		X	X				X					Open for Business
Way Coolinary Countertop	$410	$61	$41	$164	0	0	0	0	0	0	0									Surfaces						X			X					University
Way Coolinary Island	$1,850	$277	$185	$740	0	0	0	0	0	3	0									Miscellaneous		X			X				X				X	University
Way Fluid Island Bar	$810	$121	$81	$324	0	0	0	0	0	2	0									Surfaces								X	X					University
Way-Back Recliner	$149	$22	$14	$59	0	5	0	0	0	0	0									Comfort					X				X					The Sims™ 2
We Call It Football Limited Edition Prints	$75	$0	$0	$0	0	0	0	0	0	1	0									Decorative		X												University
Wear's the Sale? Shop Sign	$99	$14	$9	$39	0	0	0	0	0	0	0									Decorative									X	X				The Sims™ 2
Weirdness is the Art Rug	$700	$150	$100	$400	0	0	0	0	0	0	0									Decorative		X	X		X		X		X	X				Glamour Stuff
Well Rounded by Circulator	$3,100	$465	$310	$1,240	0	0	0	0	0	10	0									Decorative		X			X				X					Family Fun Stuff
Werkbunnst Medium Stonewood Dresser	$490	$73	$49	$196	0	0	0	0	0	2	0									Miscellaneous							X		X					Open for Business
Werkbunnst Stonewood Dresser	$510	$76	$51	$204	0	0	0	0	0	2	0									Miscellaneous							X							The Sims™ 2
Werkbunnst/Shuttlecraft Recliner	$750	$118	$79	$340	0	7	0	0	0	2	0									Comfort					X				X					The Sims™ 2
Whatay Buffet	$300	$45	$30	$120	8	0	0	0	0	0	0									Miscellaneous			X											The Sims™ 2
Where's My Mini Umbrella Bar	$2,500	$375	$250	$1,000	0	0	0	0	0	3	0									Miscellaneous			X		X		X		X				X	Bon Voyage
White Rabbit Nirvana Blower	$1,720	$258	$172	$688	0	6	0	0	0	8	0									Miscellaneous		X		X										University
Whodunnit? Table Lamp	$300	$45	$30	$120	0	0	0	0	0	2	0									Lighting	X	X	X		X		X		X					The Sims™ 2
Wild Wilderness Floor Lamp	$230	$34	$23	$92	0	0	0	0	0	1	0									Lighting		X	X		X		X		X		X			Bon Voyage
WildFlower Bouquet	$55	$8	$5	$22	0	0	0	0	0	1	0												X	X	X			X						Open for Business
Will Lloyd Wright Dollhouse	$180	$27	$18	$72	0	0	0	0	10	0	0									Miscellaneous	X													The Sims™ 2

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Chapter 12: Socials

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
About Grilled Cheese	Talk	-100	100	And	-100	100	—	—	—	Yes
About Interests	Ask	-10	100	And	0	100	Not allowed	Not allowed	—	Yes
Admire	Appreciate	0	100	And	0	100	—	—	Outgoing	Yes
Adopt a Stray	Main	60	100	Or	60	100	—	—	—	Yes
Annoy	Irritate	-45	-1	Or	-30	-1	—	—	Grouchy	Yes
Apologize	Appreciate	-100	-20	And	-100	100	—	—	Nice	Yes
Apologize	Appreciate	-100	100	And	-100	100	—	—	—	Yes
Argue	Irritate	-100	100	Or	-100 (15)	100	—	—	Grouchy	Yes
Ask Bigfoot to Move In	Main	55	100	And	5	100	—	—	Not Autonomous	Yes
Ask for Help	Sales	—	—	—	—	—	—	—	Outgoing	No
Ask to be Fed	Pet	-100	100	And	-100	100	—	—	– (Finicky)	No
Ask to Go Out	Teen	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Ask to Leave	Ask to Leave	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Ask to Play Pirates	Play	-20	100	Or	0	100	—	—	Playful	Yes
Ask to Teach/be Taught	Ask to Teach	-100	-100	Or	-100	100	—	—	Not Autonomous	Yes
Assign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Attack	Fight	-100	-65	Or	-100	-65	—	—	Active	Yes
Attention	Ask For	-100 (0)	100	And	-100 (0)	100	—	—	Active	Yes
Back to My Place?	Ask	55	100	And	30	100	Not allowed	Not allowed	—	Yes
Backrub	Appreciate	40	100	And	15	100	—	—	Playful	Yes
Bad Mouth	Talk	0	100	And	0	100	—	—	—	Yes
Bark/Growl Hiss (to Pet)	Pet	-100	10	And	-100	5	—	—	Aggressive	No
Bark/Growl Hiss (to Sim)-Cower	Pet	-100	10	And	-100	5	—	—	Aggressive	No
Bark/Growl Hiss (to Sim)-Ignore	Pet	-100	10	And	-100	5	—	—	Aggressive	No
Bark/Growl Hiss (to Sim)-Yell At	Pet	-100	10	And	-100	5	—	—	Aggressive	No
Basic Sell	Sales	—	—	—	—	—	—	—	—	Yes
Beg for Food	Pet	0	100	And	0	100	—	—	– (Finicky)	No
Bigfoot Hug	Bigfoot	25	100	Or	15	100	—	—	—	Yes
Bite Neck	Vampire	40	100	And	30	100	—	—	—	Yes
Blow Bubbles	Self	—	—	—	—	—	—	—	Nice	Yes
Blow Kiss	Dining	25	100	And	15	100	Sets	Sets	—	Yes
Bonfire Dance	Bonfire	-30	100	Or	-20	100	—	—	—	Yes
Bow	Gesture	-20	100	Or	-20	100	—	—	—	Yes
Brag	Talk	0	50	Or	10	50	—	—	Outgoing	Yes
Break Up	Break Up	-100	45	And	-100	45	—	—	Not Autonomous	Yes
Build Snowman	Snow	—	—	—	—	—	—	—	Playful	Yes
Bust-a-Move!	Entertain	15	100	And	5	100	—	—	Active	Yes
Buy Lemonade	Lemonade Stand	—	—	—	—	—	—	—	—	Yes
Call Over	Call Over	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Can't Afford	Sales	—	—	—	—	—	—	—	—	No
Caress	Flirt	65	100	And	40	100	Sets	Sets	Playful	Yes
Caress Hands	Dining	55	100	And	30	100	Sets	Sets	Nice	Yes
Cat Teaser	Play	-100	100	Or	-100	100	—	—	Playful (Hyper)	Yes

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Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2	*Nightlife*
Yes	6	1	0	6	1	0	-3	-2	0	-3	-2	0	*Nightlife*
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2	*The Sims™ 2*
No	10	5	1	10	5	1	0	-5	-1	0	-5	-1	*Pets*
Yes	0	0	0	0	0	0	4	-4	-1	-3	-10	-1	*The Sims™ 2*
Yes	16	10	0	16	10	0	0	0	0	0	0	0	*The Sims™ 2*
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2	*Nightlife*
Yes	16	-7	-2	0	-9	-2	4	-6	-1	-2	-4	-1	*The Sims™ 2*
No	15	8	2	15	8	2	-10	-7	-2	-10	-5	-1	*Bon Voyage*
Yes	16	6	0	16	6	0	-5	-3	0	-5	-3	0	*Open for Business*
Yes	8	4	1	8	4	1	0	-5	-1	0	-5	-1	*Pets*
No	10	8	0	16	10	0	0	-8	-1	0	-2	0	*The Sims™ 2*
No	0	0	0	0	0	0	0	0	0	0	0	0	*The Sims™ 2*
Yes	8	5	1	15	6	2	0	-10	-1	0	-10	-1	*Bon Voyage*
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
No	0	3	0	0	1	0	—	—	—	—	—	—	*Open for Business*
Yes	24	-7	-10	-8	-11	-10	-8	-11	-10	24	-7	-10	*The Sims™ 2*
Yes	14	5	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	30	14	2	24	10	1	-10	-8	-1	-15	-10	-2	*Nightlife*
Yes	14	4	2	20	6	3	0	-7	-2	0	-10	-3	*The Sims™ 2*
No	24	5	0	24	5	0	10	-3	0	10	-6	0	*Nightlife*
Yes	10	-7	-2	10	-7	-2	—	—	—	—	—	—	*Pets*
Yes	10	-5	-1	0	-5	-1	—	—	—	—	—	—	*Pets*
Yes	0	-3	0	0	-3	0	—	—	—	—	—	—	*Pets*
Yes	10	-7	-1	10	-7	-1	—	—	—	—	—	—	*Pets*
Yes	8	3	0	8	3	0	-4	-2	0	-4	-3	0	*Open for Business*
Yes	4	4	0	3	2	0	4	-3	0	0	-4	0	*Pets*
Yes	10	6	1	10	6	1	0	-5	-1	0	-5	-1	*Bon Voyage*
Yes	14	6	2	20	13	2	-4	-4	-2	-4	-4	-2	*Nightlife*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Open for Business*
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1	*Nightlife*
Yes	20	5	1	20	5	1	-10	-4	-1	-10	-4	-1	*University*
Yes	10	3	0	10	3	0	0	-5	-1	0	-5	-1	*Bon Voyage*
Yes	14	6	0	20	4	0	0	-5	0	0	-5	0	*The Sims™ 2*
No	0	-20	-20	0	-50	-30	0	0	0	0	0	0	*The Sims™ 2*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Seasons*
Yes	18	9	2	18	9	2	-5	-5	-2	-5	-5	-2	*University*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Open for Business*
No	0	0	0	0	0	0	0	0	0	0	0	0	*The Sims™ 2*
Yes	22	5	0	24	3	0	-5	9	-3	-3	-4	-2	*Open for Business*
Yes	22	10	2	24	11	2	-5	-10	-3	-3	-10	-2	*The Sims™ 2*
Yes	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	*Nightlife*
Yes	5	4	1	5	5	1	0	-5	-1	0	-5	-1	*Pets*

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Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Catch	Play	-20	100	Or	0	100	—	—	Not Autonomous	Yes
Change Diaper	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Nice	Yes
Change Diaper	Social baby	-100 (20)	100	And	-100 (10)	100	—	—	Active	Yes
Change Diaper	Social toddler	-100 (20)	100	And	-100 (10)	100	—	—	Neat	Yes
Change Wage (Angry)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Change Wage (Appreciative)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Change Wage (Disappointed Neg)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Change Wage (Disappointed Pos)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Change Wage (Elated)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Charm	Flirt	15	70	And	5	70	Sets	Sets	Nice	Yes
Chase	Pet	-100	-5	And	-100	0	—	—	Aggressive	No
Chase Off	Main	-100	100	And	-100	100	—	—	—	Yes
Chat	Talk	-100	100	Or	-100	100	—	—	None	Yes
Check Collar	Main	-100	100	And	-100	100	—	—	—	Yes
Cheer Up	Appreciate	20	100	And	20	100	—	—	Nice	Yes
Chest Pound	Gesture	-20	100	Or	-20	100	—	—	—	Yes
Chew/Scratch	Snowman	—	—	—	—	—	—	—	– (Doofus)	No
Complain About	Sales	—	—	—	—	—	—	—	Grouchy	No
Congratulate About	Memory	25	100	Or	25	100	—	—	Serious	No
Console	Memory	50	100	And	35	100	—	—	Nice	No
Cops and Robbers	Play	0	100	Or	10	100	—	—	Playful	Yes
Cuddle	Bed	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Hot Tub	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Love Tub	-5	100	And	-15	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Sofa	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Booth	35	100	And	25	100	Sets	Sets	—	Yes
Cuddle	Give Love	-100	100	Or	-100	100	—	—	Nice	Yes
Cuddle Baby	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Nice	Yes
Dance Close	Slow Dance	20	100	And	20	100	—	—	—	Yes
Dance Together	Dance	-10	100	Or	-10	100	—	—	Outgoing	Yes
Dance Together (on Shoes)	Dance	30	100	and	15	100	—	—	Nice	Yes
Dare to Peek	Coffin	-100	100	And	-100	100	—	—	Outgoing	Yes
Dazzle	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes
Demote Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Desire	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes
Dirty Joke	Entertain	55	100	And	35	100	—	—	Playful	Yes
Do You Like What You See?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes
Eat	Snow	—	—	—	—	—	—	—	Sloppy (Pigpen)	Yes
Encourage	Encourage	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Engagement	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes
Family Kiss	Kiss	-100	100	And	0	100	Not allowed	Not allowed	Nice	Yes
Family Kiss	Social toddler	-50 (-)	100	And	0 (-)	100	Not allowed	Not allowed	Nice	Yes
Feed a Bite	Dining	35	100	Or	25	100	Sets	Sets	—	Yes

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Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
No	Variable	Variable	Variable	Variable	Variable	Variable	5	-7	-1	5	-5	-1	*Seasons*
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	14	6	0	20	13	0	0	0	0	0	0	0	*The Sims™ 2*
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
No	-15	-10	-4	-15	-12	-6	—	—	—	—	—	—	*Open for Business*
No	20	10	1	20	13	2	—	—	—	—	—	—	*Open for Business*
No	-10	-3	-2	-10	-4	-1	—	—	—	—	—	—	*Open for Business*
No	-10	-5	-2	-10	-7	-3	—	—	—	—	—	—	*Open for Business*
No	30	13	2	40	15	3	—	—	—	—	—	—	*Open for Business*
Yes	14	4	1	16	5	1	0	-4	-1	0	-6	0	*The Sims™ 2*
Yes	10	-5	-1	10	-5	-1	—	—	—	—	—	—	*Pets*
No	10	-5	-1	10	-5	-1	0	0	0	0	0	0	*Pets*
Yes	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	*The Sims™ 2*
No	10	3	0	10	3	0	0	-2	0	0	-2	0	*Pets*
Yes	16	6	1	30	8	2	0	-10	-1	0	-5	-1	*The Sims™ 2*
Yes	10	3	0	10	3	0	0	-5	-1	0	-5	-1	*Bon Voyage*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Seasons*
Yes	4	5	0	4	5	0	-2	-4	0	-2	-4	0	*Open for Business*
Yes	8	5	1	8	5	1	0	0	0	0	0	0	*The Sims™ 2*
Yes	8	5	1	8	5	1	0	0	0	0	0	0	*The Sims™ 2*
Yes	24	6	0	24	6	0	0	-5	0	0	-5	0	*The Sims™ 2*
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	*The Sims™ 2*
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	*The Sims™ 2*
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	*The Sims™ 2*
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	*The Sims™ 2*
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	*Nightlife*
Yes	5	7	2	5	6	1	0	-5	-1	0	-5	-1	*Pets*
Yes	20	4	1	40	4	1	0	0	0	0	0	0	*The Sims™ 2*
Yes	18	8	0	18	8	0	-5	-4	0	-2	-1	0	*Nightlife*
Yes	10	6	0	10	8	0	-2	-3	0	-2	-2	0	*The Sims™ 2*
Yes	16	5	2	16	6	2	0	-6	-2	0	-6	-2	*Open for Business*
Yes	22	9	1	6	4	0	-10	-10	-3	0	-7	-2	*Nightlife*
No	20	6	2	20	6	2	-10	-5	-3	-10	-6	-4	*Open for Business*
No	20	-8	-2	-5	-9	-2	—	—	—	—	—	—	*Open for Business*
No	—	—	—	—	—	—	—	—	—	—	—	—	*Open for Business*
Yes	18	6	1	20	6	1	4	-8	-2	0	-12	-1	*The Sims™ 2*
Yes	0	0	0	0	0	0	0	0	0	0	0	0	*Nightlife*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Seasons*
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
No	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	*The Sims™ 2*
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0	*The Sims™ 2*
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0	*The Sims™ 2*
Yes	20	10	1	16	9	1	-6	-8	-1	0	-6	-1	*Nightlife*

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Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Feed Treat	Give Love	-100	100	Or	-100	100	—	—	Nice (Pigpen)	Yes
Fetch	Play	-100	100	Or	-100	100	—	—	Lazy (Hyper)	Yes
Fetch (Wolf)	Play	20	100	Or	20	100	—	—	Lazy (Hyper)	Yes
Fight	Main	-100	-30	Or	-100	-30	—	—	Aggressive	No
Finger Wiggle	Play	-100	100	Or	-100	100	—	—	Playful (Hyper)	Yes
First Kiss	Kiss	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Food	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Active	Yes
Freestyle Join	Entertain	25	100	Or	15	100	—	—	Outgoing	Yes
Friendly Hug	Hug	10	100	Or	10	100	—	—	Serious	Yes
Get Back to Work as...	Management	—	—	—	—	—	—	—	—	Yes
Give Gift	Main	0	100	Or	0	100	—	—	Not Autonomous	Yes
Give Pet to	Propose	-100	100	Or	-100	100	—	—	—	Yes
Go Steady	Propose	70	100	And	25	100	Required	—	Not Autonomous	Yes
Go to Work	Main	-100	-30	Or	-100	-30	—	—	—	Yes
Goose	Flirt	75	100	And	55	100	Required	Sets	Playful	Yes
Gossip	Talk	30	100	Or	35	100	—	—	Grouchy	Yes
Groom	Appreciate	50	100	And	25	100	—	—	Neat	Yes
Gross Out	Irritate	-100	-5	Or	-100	-5	—	—	Sloppy	Yes
Grr!	Irritate	-100	100	Or	-100	100	—	—	Grouchy	Yes
Hand	Kiss	30	100	And	15	100	Sets	Sets	Playful	Yes
Handheld	Play	20	100	Or	10	100	—	—	—	Yes
Hang Loose	Gesture	-20	100	Or	-20	100	—	—	—	Yes
Hang Out	Talk	10	100	Or	5	100	—	—	Outgoing	Yes
Hard-Sell	Sales	—	—	—	—	—	—	—	—	Yes
Head On Shoulders	Slow Dance	30	100	And	20	100	Sets	Sets	—	Yes
Hire	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Hit On	Flirt	45	80	And	25	80	Sets	Sets	Grouchy	Yes
Hold Hands	Flirt	55	100	And	30	100	Sets	Sets	Nice	Yes
Hot Smooch	Booth	60	100	And	45	100	Required	Sets	—	Yes
How Much Money Do You Have?	Ask	25	100	And	15	100	Not allowed	Not allowed	—	Yes
Hug	Give Love	20	100	And	20	100	—	—	Nice (Friendly)	Yes
Hula	Dance	—	—	—	—	—	—	—	Not Autonomous	Yes
I Quit	Management	—	—	—	—	—	—	—	—	No
Insult	Irritate	-60	-5	Or	-45	-5	—	—	Grouchy	Yes
Introduce	Talk	35	100	And	20	100	—	—	Not Autonomous	Yes
Joke	Entertain	-10	100	Or	-5	100	—	—	Playful	Yes
Joy Buzzer	Prank	-100	100	And	-100	100	—	—	Grouchy	Yes
Kicky Bag	Play	15	100	Or	5	100	—	—	—	Yes
Kiss	Car	45	100	And	15	100	Required	Sets	Outgoing	Yes
Knock Down	Snowman	—	—	—	—	—	—	—	Grouchy	Yes
Lay Off	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Leap into Arms	Hug	55	100	And	35	100	Required	Sets	Active	Yes
Lick Toddler	Pet	-100	100	Or	-100	100	—	—	– (Friendly)	No

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Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	8	4	0	8	4	0	0	-3	0	0	-3	0	*Pets*
Yes	5	5	1	5	5	1	0	-5	-1	0	-5	-1	*Pets*
Yes	5	5	1	5	5	1	0	-5	-1	0	-5	-1	*Pets*
Yes	15	-10	-4	15	-12	-6	15	-12	-6	15	-10	-4	*Pets*
Yes	8	4	1	8	4	1	0	-4	-1	0	-4	-1	*Pets*
No	70	15	3	70	13	2	0	-15	-5	0	-10	-3	*The Sims™ 2*
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	*University*
Yes	16	5	1	16	6	1	0	-5	-1	0	-5	-1	*The Sims™ 2*
Yes	4	-2	-1	4	-2	-1	-4	-4	-1	-4	-4	-1	*Open for Business*
No	10	5	2	10	7	2	0	-5	-2	0	-5	-2	*Seasons*
No	8	5	1	8	5	1	0	-5	-1	0	-3	-1	*Pets*
No	30	6	3	30	9	3	-4	-10	-5	-4	-4	-4	*The Sims™ 2*
No	8	4	0	8	4	0	0	-3	0	0	-3	0	*Pets*
Yes	20	11	1	14	10	1	-2	-9	-2	-6	-11	-3	*The Sims™ 2*
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0	*The Sims™ 2*
Yes	4	3	0	4	0	3	0	0	0	0	0	0	*The Sims™ 2*
Yes	24	6	0	24	6	0	6	-5	0	-4	-5	0	*The Sims™ 2*
Yes	0	0	0	0	0	0	0	0	0	0	0	0	*Pets*
Yes	16	9	1	16	9	1	8	-6	-1	0	-6	-1	*Nightlife*
No	0	4	0	0	4	0	-5	-2	0	-5	-2	0	*University*
Yes	10	3	0	10	3	0	0	-5	-1	0	-5	-1	*Bon Voyage*
Yes	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	*University*
Yes	12	4	0	12	4	0	-6	-3	0	-6	-4	0	*Open for Business*
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1	*Nightlife*
No	20	6	0	20	10	0	-4	-8	0	-4	-5	0	*Open for Business*
Yes	18	8	1	14	9	1	4	-8	-1	0	-10	-2	*The Sims™ 2*
Yes	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	*The Sims™ 2*
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	*Nightlife*
Yes	30	13	1	30	6	1	-10	-7	-1	-15	-10	-1	*Nightlife*
Yes	12	5	1	12	5	1	0	-5	-1	0	-5	-1	*Pets*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Bon Voyage*
Yes	24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10	*Open for Business*
Yes	16	-8	-1	-7	-14	-2	10	-10	-1	-7	-14	-2	*The Sims™ 2*
No	16	13	5	16	13	5	-5	-3	-1	-5	-3	-1	*University*
Yes	14	4	0	14	4	0	0	-4	0	0	-4	0	*The Sims™ 2*
Yes	18	4	0	16	4	0	—	—	—	—	—	—	*University*
Yes	10	1	0	10	1	0	0	-4	0	0	-4	0	*University*
No	18	10	2	16	10	2	8	-8	-2	0	-10	-2	*Nightlife*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Seasons*
No	24	6	0	20	6	0	20	-7	-5	-8	-13	-10	*Open for Business*
Yes	20	11	2	16	13	2	0	-15	-4	0	-10	-2	*The Sims™ 2*
Yes	10	5	2	10	7	2	0	-6	-1	0	-5	-1	*Pets*

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Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Listen to Dragon Legend	Main	-100	100	And	-100	100	—	—	Nice or Serious	Yes
Look-for Mark	Self	—	—	—	—	—	—	—	—	Yes
Love Talk	Booth	40	100	And	25	100	Sets	Sets	—	Yes
Lower Hands	Slow Dance	45	100	And	35	100	Sets	Sets	—	Yes
Make Out	Bed	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Hot Tub	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Love Tub	40	100	And	20	100	Required	Sets	Not Autonomous	Yes
Make Out	Sofa	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Kiss	80	100	And	50	100	Required	Sets	Outgoing	Yes
Make Out	Car	80	100	And	50	100	Required	Sets	Outgoing	Yes
Make Snow Angel	Snow	—	—	—	—	—	—	—	Playful	Yes
Manipulation	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes
Marriage (Join)	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes
Mary Mack	Play	15	100	Or	15	100	—	—	Lazy	Yes
Massage	Hot Tub	55	100	And	30	100	—	—	Not Autonomous	Yes
Massage	Love Tub	15	100	And	0	100	—	—	Not Autonomous	Yes
May I Help You?	Sales	—	—	—	—	—	—	—	—	Yes
Mood	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes
Motivational Speech	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Move In	Propose	60	100	And	45	100	—	—	Not Autonomous	Yes
Nag	Irritate	-100	100	And	25	100	—	—	Outgoing	Yes
Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Nibble	Wolf	50	100	And	50	100	—	—	—	No
Noogie	Irritate	-25	50	And	-10	50	—	—	Playful	Yes
Nuzzle	Pet	-100	100	And	-100	100	—	—	– (Friendly)	No
Offer At...	Sales	—	—	—	—	—	—	—	—	No
Offer/Ask for Massage	Massage Table	-100	100	And	-100	100	—	—	Not Autonomous	Yes
On Date	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes
On Outing	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes
Ownership Challenge	Pet	-100	100	Or	-100	100	—	—	Active (Hyper)	No
Pass On	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Peck	Hot Tub	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes
Peck	Love Tub	0	100	And	-15	100	Sets	Sets	Not Autonomous	Yes
Peck	Sofa	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes
Peck	Kiss	40	100	And	20	100	Sets	Sets	Nice	Yes
Perform Command	Main	-100	100	And	-100	100	—	—	—	Yes
Perform Fire Dance	Self	—	—	—	—	—	—	—	Active	Yes
Perk Up	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Pet	Sales	-100	100	Or	-100	100	—	—	—	Yes
Pet	Skunk	-50	100	And	-50	100	—	—	Playful	Yes
Pet	Penguin	—	—	—	—	—	—	—	Not Autonomous	Yes
Pick Up	Main	-100	100	And	-100	100	—	—	—	Yes
Pillow Fight	Play	40	100	Or	25	100	—	—	Playful	Yes

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Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	Variable	Variable	Variable	Variable	Variable	Variable	—	—	—	—	—	—	*Bon Voyage*
No	—	—	—	—	—	—	—	—	—	—	—	—	*Open for Business*
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1	*Nightlife*
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-3	*Nightlife*
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	*The Sims™ 2*
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	*The Sims™ 2*
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	*The Sims™ 2*
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	*The Sims™ 2*
Yes	30	19	4	30	19	4	8	-15	-4	0	-15	-4	*The Sims™ 2*
Yes	30	19	5	30	19	5	8	-15	-4	0	-15	-4	*Nightlife*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Seasons*
No	16	6	1	30	8	2	0	-10	-1	0	-5	-1	*Open for Business*
No	100	6	3	100	6	3	-100	-100	-85	-50	-50	-20	*The Sims™ 2*
Yes	30	8	0	30	8	0	0	-6	0	0	-7	0	*The Sims™ 2*
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3	*The Sims™ 2*
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3	*The Sims™ 2*
Yes	16	6	0	16	6	0	-5	-3	0	-5	-3	0	*Open for Business*
No	—	—	—	—	—	—	—	—	—	—	—	—	*Open for Business*
No	0	3	0	5	0	1	0	-5	0	-3	-1	0	*Open for Business*
No	40	6	3	40	6	3	-4	-10	-5	-4	-4	-4	*The Sims™ 2*
Yes	0	0	0	0	0	0	6	-4	0	-8	-8	-1	*The Sims™ 2*
No	40	6	1	40	6	1	-10	-7	-1	-10	-7	-1	*Open for Business*
Yes	0	-4	-1	-10	-4	-1	0	-2	0	0	-2	0	*Pets*
Yes	14	6	1	6	-5	0	0	0	0	0	0	0	*The Sims™ 2*
Yes	10	5	1	10	5	1	0	0	0	0	0	0	*Pets*
Yes	16	5	0	16	5	0	-8	-4	-8	-8	-5	0	*Open for Business*
No	5	3	0	5	3	0	0	-2	0	0	-2	0	*Bon Voyage*
No	14	6	0	20	4	0	0	-5	0	0	-5	0	*Nightlife*
No	10	1	1	22	4	2	0	-10	-1	0	-7	-2	*Nightlife*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Pets*
No	30	6	1	30	9	2	0	-7	0	0	-5	-1	*Open for Business*
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	*The Sims™ 2*
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	*The Sims™ 2*
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	*The Sims™ 2*
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1	*The Sims™ 2*
No	8	5	1	8	5	1	0	-4	0	0	-4	0	*Pets*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Bon Voyage*
No	0	4	0	0	6	1	0	-5	-1	0	-3	0	*Open for Business*
No	8	5	1	8	5	1	0	-3	-1	0	-3	-1	*Pets*
Yes	8	8	2	8	8	2	0	-5	-1	0	-5	-1	*Pets*
No	8	5	1	8	5	1	5	-5	-1	5	-5	-1	*Seasons*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Pets*
Yes	Variable	Variable	Variable	Variable	Variable	Variable	-8	-5	-1	-2	-5	-2	*University*

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Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Play	Pet	-100	100	Or	-100	100	—	—	– (Hyper)	No
Play In	Snow	—	—	—	—	—	—	—	Playful	Yes
Play With	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Playful	Yes
Play With	Play	-100	100	And	-100	100	—	—	Playful	Yes
Poke	Fight	-100	-15	Or	-100	-20	—	—	Grouchy	Yes
Pollen Cloud	Prank	-100	100	Or	-100	100	—	—	Grouchy	Yes
Pounce	Pet	-100	100	Or	-100	100	—	—	– (Hyper)	No
Power Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Praise for...	Main	-100	100	Or	-100	100	—	—	—	Yes
Promote to Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Punch U Punch Me	Play	45	100	Or	35	100	—	—	Grouchy	Yes
Rally Forth!	Self	—	—	—	—	—	—	—	Not Autonomous	Yes
Razzle	Play	-100	100	Or	-100	100	—	—	Active (Hyper)	Yes
Razzle (Wolf)	Play	25	100	Or	25	100	—	—	Active (Hyper)	Yes
Read To	Ask For	-50 (25)	100	And	-50 (15)	100	—	—	Serious	No
Read To	Social toddler	-50 (25)	100	And	-50 (15)	100	—	—	Outgoing	Yes
Red Hands	Play	35	100	Or	25	100	—	—	Active	Yes
Ride Home	Ask	-100	100	Or	-100	100	—	—	—	—
Rock Paper Scissors	Play	-10	100	and	5	100	—	—	Playful	Yes
Romantic Hug	Hug	35	100	And	25	100	Sets	Sets	Outgoing	Yes
Romantic Kiss	Sofa	60	100	And	35	100	Sets	Sets	Not Autonomous	Yes
Romantic Kiss	Kiss	60	100	And	35	100	Sets	Sets	Outgoing	Yes
Rub Belly	Baby	60	100	Or	50	100	—	—	Serious	Yes
Rub Belly	Give Love	20	100	Or	20	100	—	—	Nice (Friendly)	Yes
Savage	Werewolf	-100	100	Or	-100	100	—	—	—	Yes
Scare...	Bigfoot	-100	50	Or	-100	50	—	—	—	Yes
School Cheer	Entertain	5	100	Or	5	100	—	—	Outgoing	Yes
Scold for...	Main	-100	100	Or	-100	100	—	—	—	Yes
Secret Handshake	Entertain	-100	100	Or	-100	100	—	—	Outgoing	Yes
Send Home for the Day	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Serenade	Flirt	70	100	And	60	100	Required	Required	Outgoing	Yes
Set Down	Main	-100	100	Or	-100	100	—	—	—	Yes
Set Uniform	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Share Discovery Story With...	Beach Collectable	-100	100	And	-100	100	—	—	Serious	Yes
Share Interests	Talk	35	100	Or	20	100	—	—	Not Autonomous	Yes
Shoo	Penguin	—	—	—	—	—	—	—	Not Autonomous	Yes
Shoo from Room	Shoo	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Shove	Fight	-100	-25	Or	-100	-30	—	—	Outgoing	Yes
Show Item	Sales	—	—	—	—	—	—	—	—	Yes
Show Off	Play	15	100	or	10	100	—	—	Active	Yes
Sing Sea Chantey	Main	-100	100	And	-100	100	—	—	Outgoing or Playful	Yes
Slap	Fight	-100	-40	Or	-100	-40	—	—	Serious	Yes
Slap Dance	Dance	—	—	—	—	—	—	—	Not Autonomous	Yes

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Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	0	10	2	0	10	2	0	-5	-1	0	-5	-4	*Pets*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Seasons*
Yes	20	4	3	2	25	1	0	0	0	0	0	0	*The Sims™ 2*
Yes	10	5	2	10	5	2	—	—	—	—	—	—	*Pets*
Yes	6	0	0	-6	-8	-2	10	-8	-2	10	-7	-2	*The Sims™ 2*
Yes	18	4	0	16	4	0	—	—	—	—	—	—	*Seasons*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Pets*
No	40	6	1	40	6	1	-10	-7	-10	-10	-7	-1	*Open for Business*
No	0	1	0	0	1	0	—	—	—	—	—	—	*Pets*
No	22	10	2	24	11	2	—	—	—	—	—	—	*Open for Business*
Yes	28	8	0	28	8	0	0	-5	0	0	-5	0	*The Sims™ 2*
No	0	0	0	0	0	0	0	0	0	0	0	0	*Open for Business*
Yes	8	5	2	8	4	2	0	-5	-1	0	-4	-1	*Pets*
Yes	8	5	2	8	4	2	0	-5	-1	0	-4	-1	*Pets*
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	24	6	0	24	6	0	0	-7	0	0	-5	0	*The Sims™ 2*
—	—	—	—	-	—	—	—	—	—	—	-	—	*Nightlife*
Yes	16	6	0	16	6	0	0	-5	0	0	-5	0	*Open for Business*
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	*The Sims™ 2*
No	24	16	3	26	16	3	8	-13	-3	0	-13	-4	*The Sims™ 2*
Yes	24	16	3	26	16	3	8	-13	-3	0	-13	-4	*The Sims™ 2*
Yes	20	11	3	32	13	3	-10	-12	-3	0	-10	-3	*The Sims™ 2*
Yes	12	6	1	12	7	1	0	-4	-1	0	-5	-1	*Pets*
No	15	4	1	15	-6	-2	—	—	—	—	—	—	*Pets*
Yes	20	-5	-2	20	-5	-2	-20	-5	2	-20	-5	2	*Bon Voyage*
Yes	12	4	0	12	4	0	-3	-2	0	-3	-2	0	*University*
No	0	-1	0	0	-1	0	—	—	—	—	—	—	*Pets*
Yes	20	5	1	20	5	1	-10	-4	-2	-10	-4	-2	*University*
No	—	—	—	—	—	—	—	—	—	—	—	—	*Open for Business*
Yes	28	13	2	30	15	2	-6	-12	-3	0	-10	-3	*The Sims™ 2*
Yes	0	0	0	0	0	0	0	0	0	0	0	0	*Pets*
No	—	—	—	—	—	—	—	—	—	—	—	—	*Open for Business*
Yes	10	3	0	10	3	0	5	-5	0	5	-5	0	*Bon Voyage*
No	6	0	0	6	0	0	-3	-3	0	-3	-3	0	*The Sims™ 2*
No	0	-7	-1	0	-7	-1	—	—	—	—	—	—	*Seasons*
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	8	0	0	-8	-9	-3	10	-7	-1	14	-8	-3	*The Sims™ 2*
Yes	20	4	0	20	4	0	10	-5	0	10	-5	0	*Open for Business*
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*Open for Business*
Yes	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	Variable	*Bon Voyage*
Yes	10	0	0	-15	-10	-5	14	-5	-3	30	-7	-3	*The Sims™ 2*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Bon Voyage*

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Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Slow Dance	Slow Dance	30	100	And	15	100	—	—	—	Yes
Smooch	Kiss	70	100	And	40	100	Required	Sets	Playful	Yes
Smooch	Slow Dance	65	100	And	45	100	Required	Sets	—	Yes
Sniff	Pet	-100	100	And	-100	100	—	—	– (Genius)	No
Snowball Fight	Play	0	-25	Or	-10	100	—	—	Not Autonomous	Yes
Snuggle	Social toddler	-50 (-)	100	And	0 (-)	100	—	—	Nice	Yes
Snuggle	Sofa	35	100	Or	30	100	Required	Required	Not Autonomous	Yes
Snuggle	Give Love	-100	100	Or	-100	100	—	—	Nice	Yes
Splash	Hot Tub	20	100	Or	15	100	—	—	Not Autonomous	Yes
Splash	Love Tub	-20	100	Or	-25	100	—	—	Not Autonomous	Yes
Spray	Skunk	-100	100	Or	-100	100	—	—	—	No
Squeeze	Hug	70	100	And	55	100	Required	Sets	Playful	Yes
Stay the Night	Propose	55	100	And	40	100	—	—	Not Autonomous	Yes
Steal a Bite	Dining	-100	100	Or	-100	100	—	—	—	Yes
Stroke	Give Love	-50	100	And	-50	100	—	—	Nice (Friendly)	Yes
Suggestion	Flirt	25	70	And	15	70	Sets	Sets	Playful	Yes
Surprise Engagement	Dining	75	100	And	70	100	Required	Required	—	Yes
Sweet Talk	Flirt	35	80	And	20	80	Sets	Sets	Outgoing	Yes
Tag	Play	-25	100	Or	5	100	—	—	Active	Yes
Tai Chi	Self	—	—	—	—	—	—	—	Nice	Yes
Take a Break	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Take for a Walk	Main	-100	100	And	-100	100	—	—	—	Yes
Take My Picture	Main	-20	100	Or	-10	100	—	—	Not Autonomous	Yes
Talk To	Social baby	-100 (-100)	100	And	-100 (-100)	100	—	—	Playful	Yes
Talk To	Social toddler	-50 (-50)	100	And	-50 (-50)	100	—	—	Outgoing	Yes
Talk to Belly	Baby	15	100	Or	25	100	—	—	Playful	Yes
Talk With...	Tent	-100	100	And	-100	100	—	—	—	Yes
Teach Command	Main	-100	100	And	-100	100	—	—	—	Yes
Teach to Talk	Social toddler	25 (-)	100	And	15 (-)	100	—	—	Not Autonomous	Yes
Teach to Use Potty	Social toddler	-100 (-)	100	And	-100 (-)	100	—	—	Not Autonomous	Yes
Teach to Walk	Social toddler	25 (-)	100	And	15 (-)	100	—	—	Not Autonomous	Yes
Tease	Memory	-100	10	Or	-100	10	—	—	Grouchy	No
Tease	Play	—	—	—	—	—	—	—	Grouchy	Yes
Tell About Travels	Talk	-20	100	Or	-20	100	—	—	Outgoing	Yes
Tell Dragon Legend	Main	-100	100	And	-100	100	—	—	—	Yes
Tell Secret	Talk	60	100	Or	60	100	—	—	Grouchy	Yes
Tender Kiss	Bed	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Hot Tub	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Love Tub	10	100	And	-10	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Kiss	50	100	And	25	100	Sets	Sets	Nice	Yes
Throw Drink	Irritate	15	15	And	10	10	—	—	—	Yes
Throw Drink	Dining	15	15	And	10	10	—	—	—	Yes
Throw Food	Dining	-100	100	And	-100	100	—	—	Playful	Yes

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Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	18	8	0	18	8	0	-5	-4	0	-5	-3	0	*Nightlife*
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	*The Sims™ 2*
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	*Nightlife*
Yes	10	5	1	10	5	1	0	-3	0	0	-3	0	*Pets*
No	8	5	1	8	5	1	0	-5	-1	0	-5	-1	*Seasons*
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	*The Sims™ 2*
No	24	8	2	24	10	2	0	-10	-2	0	-10	-2	*The Sims™ 2*
Yes	10	5	2	10	5	2	—	—	—	—	—	—	*Pets*
No	12	5	0	14	8	0	0	-4	0	0	-8	-1	*The Sims™ 2*
No	12	5	0	14	5	0	0	-5	0	0	-5	0	*The Sims™ 2*
Yes	12	0	0	12	0	0	0	-5	-1	0	-5	-1	*Pets*
Yes	20	6	2	20	10	2	0	-10	-2	0	-10	-2	*The Sims™ 2*
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	8	5	0	6	3	0	8	-3	0	0	-4	0	*Nightlife*
Yes	8	4	1	8	5	1	0	-4	-1	0	-5	-1	*Pets*
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1	*The Sims™ 2*
No	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	*Nightlife*
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1	*The Sims™ 2*
Yes	20	6	0	20	6	0	0	-5	0	0	-5	0	*The Sims™ 2*
Yes	—	—	—	—	—	—	—	—	—	—	—	—	*Bon Voyage*
No	10	1	0	10	3	0	—	—	—	—	—	—	*Open for Business*
No	5	1	0	5	1	0	0	-4	0	0	-4	0	*Pets*
No	0	0	0	0	0	0	0	0	0	0	0	0	*Bon Voyage*
Yes	16	5	2	16	10	2	-5	-2	-1	5	1	2	*The Sims™ 2*
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	20	6	2	28	8	2	-10	-8	-2	0	-10	-3	*The Sims™ 2*
Yes	15	5	1	15	5	1	—	—	—	—	—	—	*Bon Voyage*
No	8	5	1	8	5	1	0	-4	0	0	-4	0	*Pets*
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
No	0	6	0	0	13	0	0	-4	0	0	-4	0	*The Sims™ 2*
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	*The Sims™ 2*
Yes	14	6	1	10	6	1	-5	-4	-1	4	-10	-1	*The Sims™ 2*
Yes	—	—	—	—	—	—	-10	0	0	-10	-10	-3	*Open for Business*
Yes	10	5	1	10	5	1	0	-4	0	0	-4	0	*Bon Voyage*
No	Variable	Variable	Variable	Variable	Variable	Variable	0	-5	-1	0	-5	-1	*Bon Voyage*
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0	*The Sims™ 2*
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	*The Sims™ 2*
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	*The Sims™ 2*
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	*The Sims™ 2*
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-2	*The Sims™ 2*
Yes	8	-7	-3	-10	-13	-4	—	—	—	—	—	—	*Nightlife*
Yes	8	-7	-3	-10	-13	-4	—	—	—	—	—	—	*Nightlife*
Yes	10	8	1	8	8	1	8	-6	-1	0	-6	-1	*Nightlife*

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Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Tickle	Play	20	100	Or	15	100	—	—	Playful	Yes
Tickle	Social toddler	20 (10)	100	And	15 (0)	100	—	—	Playful	Yes
Timle Tourneau	Play	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Toast	Dining	20	100	And	10	100	—	—	—	Yes
Toss in Air	Social toddler	-50 (25)	100	And	-50 (10)	100	—	—	Active	Yes
Toss In Air	Play	-100	100	And	-100	100	—	—	Active (Hyper)	Yes
Try for Puppy/Kitten (Pet to Pet)	Pet	N/A	N/A	N/A	N/A	N/A	—	—	—	No
Try for Puppy/Kitten With... (Sim to Pet)	Main	-100	100	Or	-100	100	—	—	—	Yes
Tune Up	Flirt	—	—	—	—	—	Sets	Sets	Not Autonomous	Yes
Unassign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Up Arm Kiss	Kiss	55	100	And	30	100	Sets	Sets	Playful	Yes
Ventrilo-Fart	Prank	-100	100	And	-100	100	—	—	Sloppy	Yes
Water Balloon	Prank	-100	100	And	-100	100	—	—	Playful	Yes
Water Balloon Fight	Play	0	-25	Or	-10	100	—	—	Not Autonomous	Yes
What Are Your Skills?	Ask	-20	100	And	-10	100	Not allowed	Not allowed	—	Yes
What Do You Want/Fear?	Ask	15	100	And	5	100	Not allowed	Not allowed	—	Yes
What Is Your Job?	Ask	7	100	And	0	100	Not allowed	Not allowed	—	Yes
What Turns You On/Off?	Ask	5	100	And	0	100	Not allowed	Not allowed	—	Yes
What's Your Sign?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes
Wolf Whistle	Flirt	-15	50	And	-15	40	Sets	Sets	Sloppy	Yes
WooHoo	Car	85	100	And	65	100	Required	Required	Outgoing	Yes
WooHoo	Photo Booth	85	100	And	65	100	Required	Required	Outgoing	Yes
WooHoo/Try for Baby	Bed	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Booth	-100	100	Or	-100	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Hammock	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Hot Tub	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Love Tub	45	100	And	25	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Tent	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Sauna	85	100	And	65	100	Required	Required	Not Autonomous	Yes
Yell At	Main	-100	100	And	-100	100	—	—	—	Yes
You're Fired	Management	—	—	—	—	—	—	—	Not Autonomous	Yes

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Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	16	5	0	16	5	0	0	-5	-1	0	-6	-1	*The Sims™ 2*
Yes	16	5	0	16	5	0	0	-5	-1	0	-8	-2	*The Sims™ 2*
No	Variable	Variable	Variable	Variable	Variable	Variable	—	—	—	—	—	—	*Seasons*
Yes	14	6	0	14	10	0	—	—	—	—	—	—	*Nightlife*
Yes	14	6	2	20	13	2	0	-10	-3	0	-10	-2	*The Sims™ 2*
Yes	12	5	0	12	5	0	0	-4	0	0	-4	0	*Pets*
Yes	25	8	2	25	8	2	0	-5	-1	0	-5	-1	*Pets*
No	8	5	0	8	5	0	0	-5	0	0	-5	0	*Pets*
Yes	14	5	1	14	8	1	-4	-6	-2	-4	-4	-1	*Open for Business*
No	0	1	0	0	1	0	—	—	—	—	—	—	*Open for Business*
Yes	20	11	1	24	11	2	8	-10	-1	0	-10	-1	*The Sims™ 2*
Yes	18	4	0	16	4	0	—	—	—	—	—	—	*University*
Yes	18	4	0	16	4	0	—	—	—	—	—	—	*University*
No	8	5	1	8	5	1	0	-5	-1	0	-5	-1	*Seasons*
Yes	10	1	0	10	1	0	-4	-1	0	-4	-1	0	*Nightlife*
Yes	14	9	0	20	13	0	-4	-4	0	-4	-4	0	*Nightlife*
Yes	10	5	0	10	5	0	-4	-3	0	-4	-3	0	*Nightlife*
Yes	14	4	0	14	4	0	-4	-2	0	-4	-1	0	*Nightlife*
Yes	10	1	0	10	1	0	-4	-1	0	-4	-1	0	*Nightlife*
Yes	14	4	1	14	4	1	-8	-3	-1	0	-6	-2	*University*
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	*Nightlife*
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	*Nightlife*
No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	*The Sims™ 2*
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	*The Sims™ 2*
No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	*Bon Voyage*
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	*The Sims™ 2*
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	*The Sims™ 2*
No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	*Bon Voyage*
No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	*Bon Voyage*
No	8	-4	-1	-8	-5	-1	8	-4	-1	-8	-5	-1	*Pets*
No	24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10	*Open for Business*

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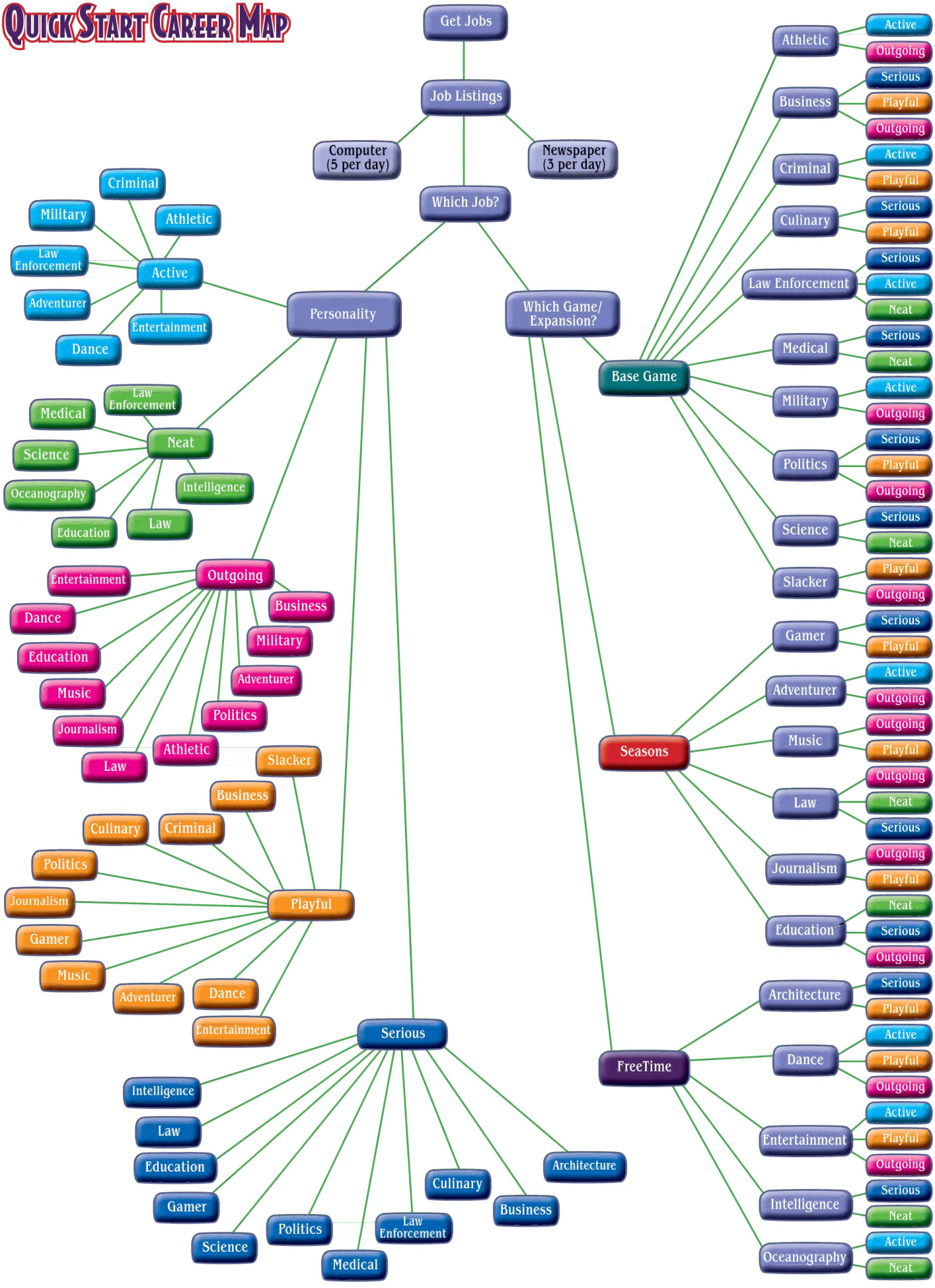
Quick Start Career Map



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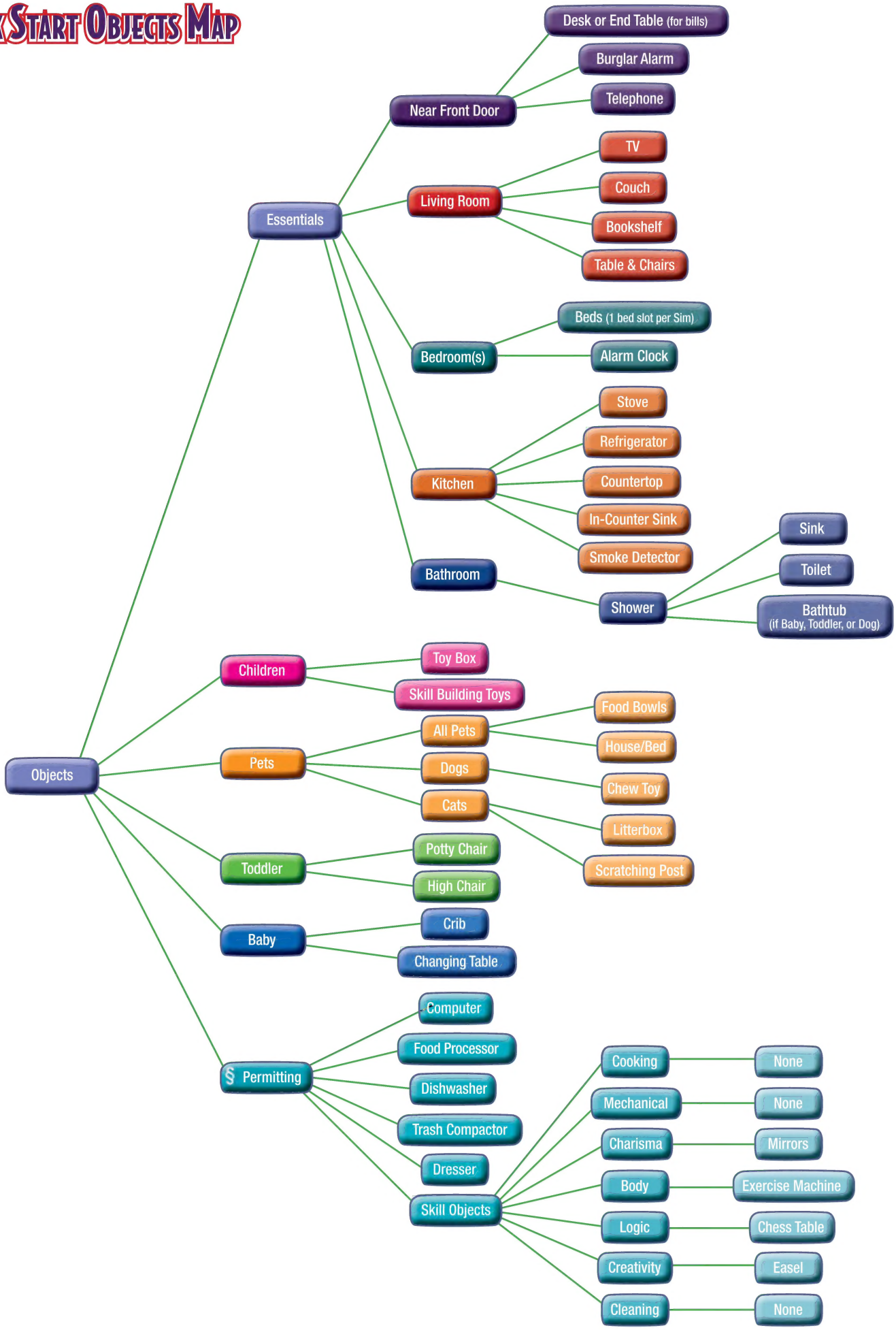
Quick Start Objects Map



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